



A HERO...

Whose courage knows no bounds...
Whose strength has no equal...
A hero known as...

HE-MAN

The Most Powerful Man in the Universe

A STRANGE LAND...

ETERNIA...

Where myth, sorcery and advanced technology intertwine creating a world of scientific wonder and barbaric magic....

Where heroes accomplish remarkable deeds...
Where strange monsters roam the land...
Where malevolent enemies wreak havoc...

Where He-Man and his allies, the Masters of the Universe, battle against....

A THREAT...

SKELETOR...

...tyrannical leader of the Evil Warriors has only one desire... the conquest and enslavement of the entire universe by plundering the greatest mystery of Eternia, The Secrets of Castle Grayskull.

A MYSTERY...

CASTLE GRAYSKULL...

...holds the knowledge of the Universe within a gleaming orb hidden in the depths of the menacing-looking edifice. The Sorceress, an oracle of beauty and foresight, stands vigil over the castle and hands the task of safeguarding the Secret of Castle Grayskull to He-Man.

He-Man appears when there danger or when the good people of Eternia need his wisdom and strength. Only three allies know that this tower of strength...this man of incredible authority... is the alter ego of the fun-loving, playful teenage heir to the throne of Eternia, Prince Adam.

The Sorceress gives Adam the Sword of Power and the incantation "BY THE POWER OF GRAYSKULL" that transforms him from a 16-year old uninhibited, devil-may-care youth into He-Man: THE MOST POWERFUL MAN IN THE UNIVERSE.

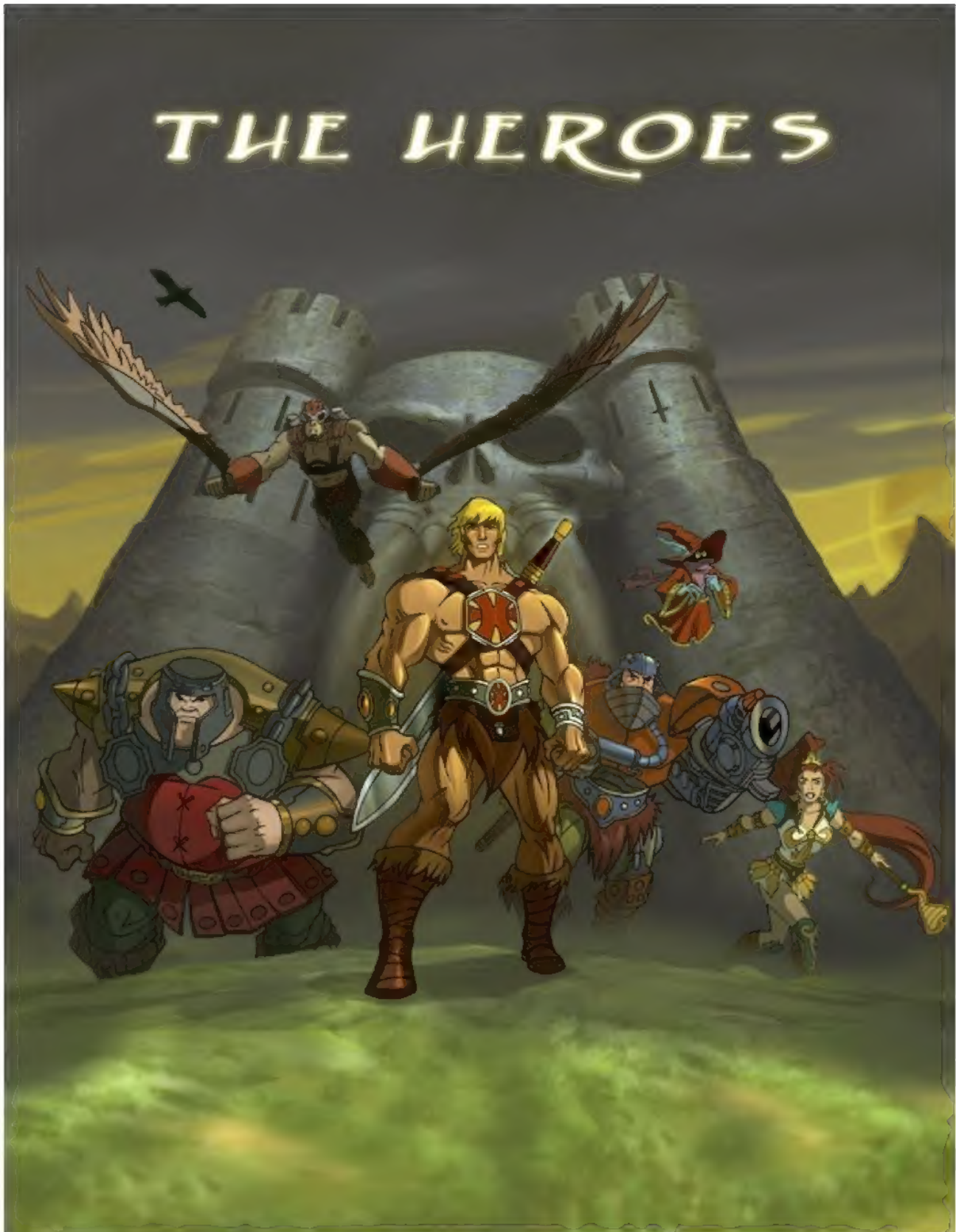
THE BRAND

Keywords: EPIC, FANTASY

This is a superhero action series set in a fantasy world with sci-fi gadgets, vehicles and mysterious creatures. 75% Fantasy and 25% sci-fi. No earth references (animals, dialogue, etc...)

We lean towards action and away from violence. Think *Star Wars/Crouching Tiger* NOT *Gladiator*.





PRINCE ADAM

Teen heir to the throne of Eternia has a well-deserved reputation as a mischievous youngster. He loves a good joke even when he's the object of it. Adept at battling with swords and blasters, he can also mix it up with his fists. Although skilled as a fighter, he would rather hang out than learn about affairs of state. As a result, his father and mother, King Randor and Queen Marlena, despair that Adam will never grow up. Handsome, and mischievous, Adam attracts trouble easily --- much to the dismay of the one person who thinks she knows him better than anyone else, Teela, daughter of Adam's mentor Man-At-Arms. The relationship between Adam and Teela contains all the elements of sibling rivalry. Adam wants to keep it that way since it serves his purpose by keeping his alter ego a deep secret. Adam is acrobatic and athletic. He does not use strength when he fights (which is rare). He becomes He-Man when there is danger or a suspicion of danger.

WEAPONS: He *always* carries his sword (a smaller compact version of the Power Sword). Without his sword Adam cannot transform into He-Man, nor can He-Man transform back into Adam without it.



HE-MAN

Adam's polar opposite. The transformation occurs when Adam raises the Sword of Power and intones "*By the Power of Grayskull*". In a flash of lightning He-Man stands in his place. Taller by a head, he has mighty rippling muscles and a gaze that seems to pierce steel. To prevent his secret from being revealed, Adam must transform in private, except when he's in the company of Orko, Man-At-Arms, the Sorceress or Cringer. He-Man's incredible strength surpasses that of anyone or anything else on Eternia. While he can't move mountains, he can rip trees from the earth, hold back avalanches and launch the most evil of beasts into the stratosphere. He has strength of mind as well. He would rather defeat his enemies using his wits, however he wades in with fists flying when necessary. He learns that a true hero does justice, loves kindness and walks humbly. As serious as he appears, Adam's sense of humor twinkles in He-Man's penetrating eyes.

He-Man's powers come from the original owner of the power sword: King Grayskull. King Grayskull, an ancestor of Adam, sacrificed his life saving Eternia from the evil forces of Hordak. In his final breaths, King Grayskull tells of a hero that will emerge when new evil arises. That hero is He-Man.

WEAPONS: Given to him by the Sorceress, the sword of power can cut through anything and deflect the most powerful energy bolts. It compacts to a smaller version when carried by Adam. He carries a shield capable of repelling both photon rays and blasts from magic weapons.



TEELA

Strong and independent, Teela is trained by her father Man-At-Arms in martial arts. Raised alongside Prince Adam, they could be twins. However, Teela takes her position seriously and doesn't tolerate fools. That puts her at odds with the fun-loving prince. She has no idea that Adam and He-Man are one and the same. A secret surrounds Teela that even she doesn't know: Man-At-Arms adopted her as a baby from her real mother: the inscrutable, mysterious Sorceress. As Teela grows, she discovers slowly that she possesses empathic powers of clairvoyance. Mysteriously drawn to the Sorceress' secret chamber, she feels a strange kinship toward the oracle. Teela has no understanding of her role but one day The Sorceress will reveal the truth and she will take her place as successor to the Sorceress.

WEAPONS: She carries a sword, and a Cobra Staff that rests as a small golden cobra amulet on her belt. When she is ready for battle Teela activates a small button on the side of the amulet telescoping out the cobra staff. The head of the cobra staff can deflect the most powerful of energy blasts. Teela also has a sword and shield. From time to time Man-At-Arms gives Teela other gadgets for her to use in battle.



MAN-AT-ARMS

One of three people on Eternia who knows He-Man's secret identity. Duncan (his first name) comes from a long line of scientists and armament specialists who have served the good forces of Eternia for generations. He fought along side his closest friend King Randor (then Captain Randor) when Keldor and his forces attacked the Hall of Wisdom. He and the Sorceress created the Mystic wall that sealed evil away for many years – until Keldor became Skeletor and, after retrieving the cordite crystal, destroyed the mystic wall. Man-At-Arms prefers tinkering in his lab, but when it comes time to battle he girds himself in special automatic armor that contains an array of gadgets and devices depending on who or what he faces. He mentors Prince Adam and trains Teela in all the arts of defense and offense. No one but Man-At-Arms and the Sorceress know that he adopted Teela. A time will come when the Sorceress will reveal the tightly guarded secret. When He-Man needs a new weapon Man-At-Arms steps in and supplies his needs. When He-Man needs information about Skeletor's diabolical technology Man-At-Arms provides it. Meanwhile in his lab he creates unique devices, vehicles and weapons of incredible sophistication.

WEAPONS: He always carries a mace at his side that doubles as a blaster and the top can transform into a holographic map of Eternia. He also has a wrist cannon that emerges from his armor when the need arises.



THE SORCERESS / ZOAR

A woman of incredible beauty and mystery. Cloaked in a cape made of feathers, she has the ability to transform into a giant falcon known as Zoar and soar through Eternian skies searching for danger. She has the power to see and hear great distances. She also can sense when danger approaches. The Council of Elders entrusted her with the guardianship of the orb of power buried deep within Castle Grayskull. In turn, she anoints Prince Adam with the mantle of He-Man, Defender of Eternia, to defend Eternia against evil. As an oracle she helps He-Man and the Masters in their battle against Skeletor and the Evil Warriors. The Sorceress provides wisdom to both Adam and He-Man when dark forces threaten Eternia. She uses her own magic sparingly. The Sorceress and Man-At-Arms carefully guard the mystery of Teela's origins.

WEAPONS: Her Falcon Staff projects rays than can immobilize her adversaries and keep them away from Grayskull (for a time). She can also cast a force field around Grayskull in times of danger.



ORKO

Orko accidentally stepped into a time vortex during the Season of Storms and zapped from his own backwards world of Trolla (an upside down magical land) to Eternia. He is one of three who know Adam's secret identity as He-Man. When he first arrived on Eternia (through a vortex during the season of storms) he saved young Adam's life in the Tar Swamps and became the prince's loyal companion. Orko uses his otherworldly powers to perform magic becoming the de facto court jester at the Royal Palace. Unfortunately, his tricks don't always turn out the way he expects much to the chagrin of Orko and much to the amusement of the court. Orko levitates wherever he goes. On occasion he longs for his old life on his own world with his own people (where he was known as "Orko the Great"). It's a weakness that Skeletor exploits from time to time in order to lead the little alien astray and cause havoc.

WEAPONS: Orko used to carry a magic wand that helped him control his magic, but he lost it in the tar swamp while saving Prince Adam's life.



RAM MAN

The bullet-headed, armor plated fighter can smash his way through most objects that get in his way. Although a bit of a klutz, he often stumbles unaware over solutions and helps He-Man solve some of Eternia's enigmatic mysteries to defeat Skeletor and the Evil Warriors. Ram-Man has a heart of gold and gives new definition to the term loyalty.

WEAPONS: Ram Man's chief weapon is his metal plated head. From time to time he carries a battle-ax. Ram-Man stands head and shoulders above the other Masters.



STRATOS

Feathered, winged warrior of the skyways and leader of the people of Avion who live high among the peaks of the Mystic Mountains. Avionians have wings that protrude naturally from their forearms. They don't flap their wings like birds; rather they glide like hanggliders – catching the many currents that encircle the peaks of Avion. Stratos, however, is like an F-16: with the flick of his wrist switches he activates a turbo pack allowing him to shoot through the sky at amazing speeds. Occasionally tensions rise between the people of Avion and the Andreenids of Andreenos (deep inside the Mystic Mountains).

WEAPONS: He can shoot missiles from the top of his rocket pack and from his wrists.



BUZZ-OFF

An insular and war-like member of the Masters of the Universe. Buzz-Off is a member of the Andreenid race that lives deep within the honeycombed peaks of the Mystic Mountains. Once Buzz-Off joins the Masters of the Universe the Andreenids become allies of the people of Eternia and Avion. The Andreenids make Ambrosia, a substance that keeps them alive and unbelievably strong (see "Sky War").

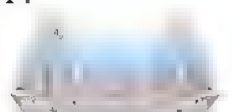
WEAPONS: Buzz off has a spear that shoots out a stinger missile.



MAN-E-FACES

The famous Eternian actor, Man-E-Faces would make Shakespeare proud. But make no mistake, he also "plays the part" of a skilled fighter and warrior when the need arises. Choosing between his three faces, Human, Robot and Monster, Man-E-Faces finds the right personality for the right moment.

WEAPONS: Man-E-Faces has a Laser gun that he uses in Robot mode. His laser gun transforms into a club when he becomes a monster and into a battle spear when he is human.



MEKANEK

Mekaneek is known as the "human periscope" because of his extending, robotic neck.

As a young soldier, Mekaneek was injured during a battle with Keldor. A battlefield humanoid robot with extending appendages, named C-2, was sent out to retrieve Mekaneek. However, the robot proved to be selfish and unwilling to risk injury himself. Luckily, Quadrador, Mekaneek's commanding officer, was able to rescue Mekaneek and bring him to Man-At-Arms.

Unfortunately, Mekaneek had sustained several crushed vertebrae in the battle. By dismantling C-2, Man-At-Arms was able to save Mekaneek's life by replacing Mekaneek's broken neck with a robotic one made from C-2's mechanical parts.

Mekaneek uses his extending neck to spot approaching enemies and attack evil villains. His neck has the ability to extend almost endlessly straight up and around bends.

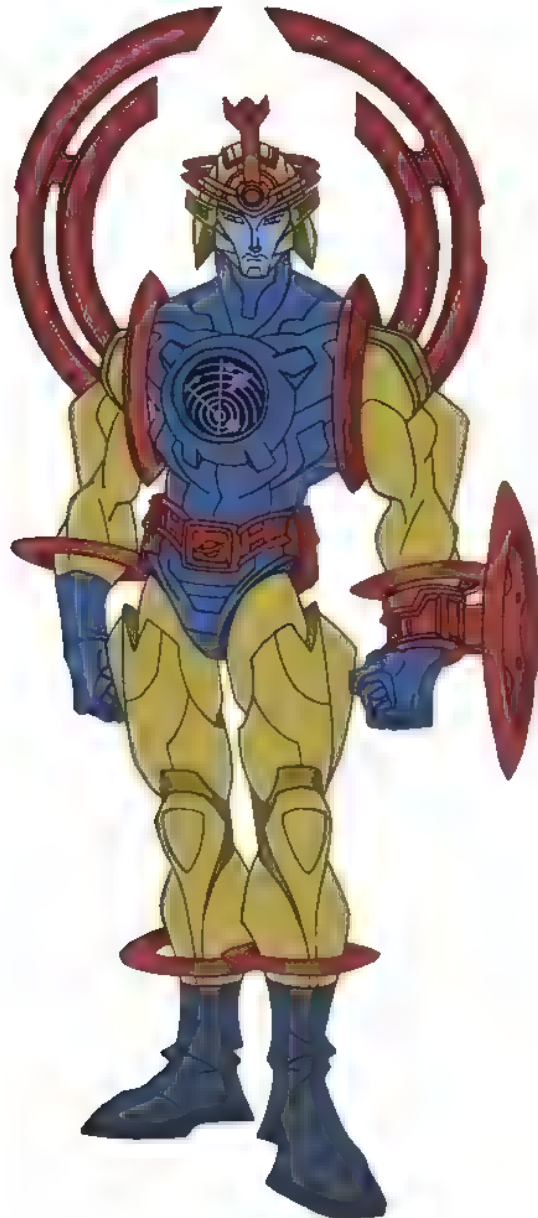
WEAPONS: Club



SYCLONE (Ep 16)

Asian in appearance, has the ability to summon up large gusts of wind. He has the gymnastic physique of an experienced warrior. He wears a small, circular shield attached to his left wrist and a big hoop mounted on his back. Given to uttering occasional eastern influenced Zen philosophies. Protector of the Legacy Stones and Last Defender of Anwat Gar.

WEAPONS: Wrist shield that spins like a buzz saw and emits powerful windblasts. Torso can rotate at high speeds creating a powerful vortex.



ZODAK (Ep 21)

African-American in appearance. An ancient and powerful enforcer for the Council of Elders insists on working alone. Zodak is a solitary figure with mystical markings on his person, who loses himself in meditation, can levitate and has the ability to find the weakness in his enemies. He resides high in the Mystic Mountains.

Legend has it that King Hiss ate Zodak's brother, Zeelahr, in the ancient war.

WEAPONS: Zodak's power comes from the same source as the Elder's. He uses his lightning fast hands to effortlessly take down most any opponent by identifying his opponent's weaknesses.



ROBOTO (Ep 17)

A gaming robot created by MAA as a worthy Eternian chess opponent for Man-E-Faces. In a bid to help the Masters of the Universe in battle, he rebuilds himself in MAA's workshop, transforming himself into a warrior robot. (See Roboto Gambit").

WEAPONS: Roboto carries an array of inter-changeable weaponry ranging from claw arms for crushing ability, axe arms, capable of cleaving through almost anything & most formidable of all, a twin pulsar gun blaster for maximum firing power.



MOSSMAN (Eps 19)

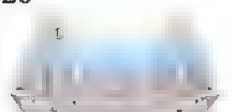
Keeper of the Evergreen Forest. A tall, muscular plant guy, a cross between 'Swamp Thing' and 'Obi-Wan'. His voice is terse, tough-but-laconic (think Tommy Lee Jones in "The Fugitive").

WEAPONS: Mossman has the ability to shape-shift into plants and can spurt globs of sticky Moss out of his palms, which can harden instantly, rendering an opponent motionless, trapped. He can morph his hands into giant moss fists for punching or into a lance for deflecting projectiles. Mossman moves with considerable speed on top of a giant tidal wave of moving moss (think the T-1000 with moss instead of metal).



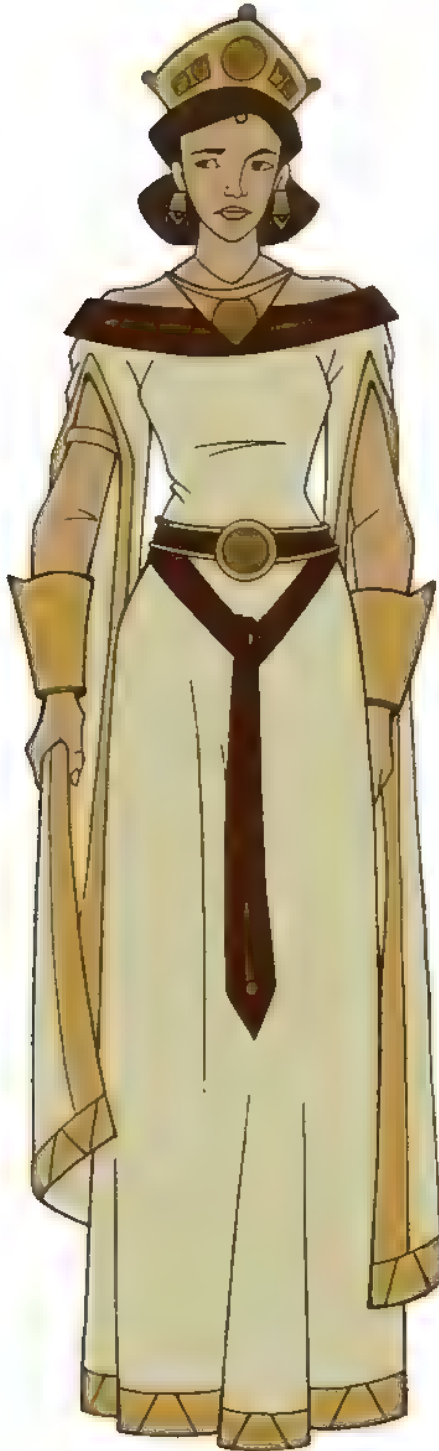
CAPTAIN / KING RANDOR

As Captain, Randor was a brave and loyal officer of Eternia and servant of The Council of Elders. Thrust into kingship by the Council of Elders, King Randor's rule is distinguished by fairness and compassion. Besides being the king, he is the loving husband of Queen Marlena and the proud father of Prince Adam.



QUEEN MARLENA

Wife of King Randor and mother of Prince Adam.



DEKKER (Ep 22)

Man-At-Arm's old teacher and mentor. He lives in a state of quiet retirement on Orkas Island. Can still mix it up if any difficult situation arises.



CRINGER

For all his ferocious looks the giant Eternian tiger would rather hide from danger than confront it. Adam raised Cringer from a cub. Aside from romping with the prince his life revolves around eating and sleeping.



Once Adam pronounces "BY THE POWER OF GRAYSKULL!" however, Cringer reluctantly transforms into...

BATTLE CAT

The fierce green and yellow companion to He-Man, Battlecat is girded with saddle and helmet ready for a fight. Loyal to He-Man and the Masters, the four-footed warrior plays an important role in the war against Eternia's savage enemies especially Panthor – Skeletor's evil pet. Battle Cat can pick up Panthor's scent across great distances. These two battling creatures despise each other. When they clash, they fight like two crazed dragons – leaping and clawing at each other with thundering roars. Adam can understand Cringer's growls and snarls since they grew up together. (Think Han Solo and Chewbacca).

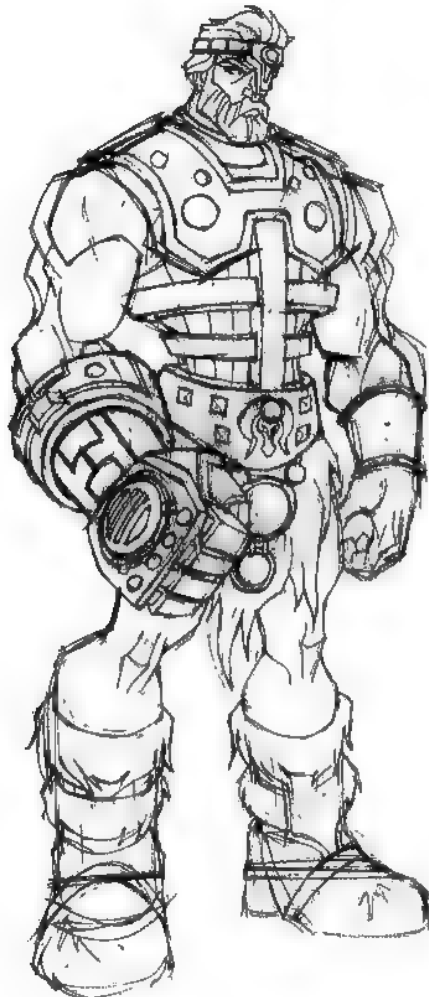


FISTO

SEASON 2, EPISODE 36

Man At Arms' older brother. Born with a slightly large and immensely strong right hand, Fisto is known as the "Strongest Hand in the Land." However, while rescuing the Masters from an army of Spider Warriors (Ep. 36), Fisto injures his hand beyond the point of repair. Man At Arms replaces Fisto's hand with a mechanical one, which boasts even more size and power.

Having left home at a very young age, Fisto and Man at Arms have not been the closest of brothers. To add even more strain on their already troubled relationship, Man-At-Arms thinks Fisto was a deserter of the Great Unrest (a period of time when many epic battles were fought). Fisto maintains that he did not desert, although his past remains a mystery.



KING GRAYSKULL

SEASON 2, EPISODE 35

The legendary King from which Castle Grayskull is named after. King Grayskull sacrificed his own life to protect Eternia from the evil sorcerer Hordak.

After defeating Hordak, with his last breath King Grayskull decreed that his sword would remain in the Castle and remain there "until the day evil returns. And by [his] name, a great hero is born." It is through this sword that Adam is able to channel the power of Grayskull and become He-Man.

He-Man is smaller in physical size than King Grayskull because he is a combination of Adam and Grayskull.



GRAYSKULL'S LION

SEASON 2, EPISODE 35

Just as He-Man has Battle Cat, King Grayskull had his lion. This ancient Eternian beast was the loyal companion of King Grayskull. Though this animal was enormous in size it was equally as fast.



CAPTAIN MIRO

Father to King Randor and grandfather to Prince Adam, Captain Miro led the Eternian forces against Count Marzo.



THE VILLAINS



SKELETOR

Burned by his own magic, the evil alchemist Keldor retreated to the dark hemisphere. There he studied the teachings of the dark ancient Warlord Hordak whose evil magic allowed for his final transformation into the overlord of evil, Skeletor. He rules despotically over the dark hemisphere of Eternia with his minions. He wants power over all Eternia (and then the universe of course). In order to gain dominion he must possess the secret of Grayskull --- the shining orb containing the wisdom and power of the Elders (that grants He-Man his power). He has at his command black magic and sorcery as well as savage, twisted technology (mostly manufactured by the mechanical whiz Tri-Klops). Even his closest allies live in constant apprehension that their leader will unleash his rage if they don't toe the line. His lair lies within the peaks of Snake Mountain -- a horrific formation comprised of rock and molten lava. (Which once belonged to the ancient Snake Men and was in fact a gigantic monument to King Hiss himself!). Skeletor aims most of his anger at He-Man who stands in his way. Although evil to the core, Skeletor has problems. Chief among them are his incompetent, greedy, self-serving disciples.

WEAPONS: Skeletor uses his ram-headed Havoc Staff as his chief weapon of terror. Powerful blasts from the eyes of the ram skull can topple anyone and destroy Skeletor's enemies. He also from time to time carries a Double Sword that he wields with the skill of a hundred swordsmen.



KELDOR (Ep 01)

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EVIL-LYN

An evil sorceress who can conjure black magic with her fingertips, Evil-Lyn uses Skeletor for her own purposes. Her ultimate goal is to get rid of Skeletor and take his seat of power. She has the ability to conjure strange potions and create illusions that help Skeletor achieve his ends. Evil-Lyn also has her eyes on He-Man and wouldn't mind having the warrior all to herself. She never misses an opportunity to insult Beastman who, as far as she is concerned, is an overstuffed rug. Her background is a mystery but, deep in the sands of fire in the secluded Zalesian Ruins, dwells the powerful sorcerer the Faceless One. All we know is that he is her father... We also know that Evil-Lyn and Keldor once had a relationship that we know little about.

WEAPONS: Evil-Lyn can blast opponents with a surge of power from her fingertips or powerful beams from her crystal ball staff. Evil-Lyn can also fade into the shadows and become nearly undetectable.



TRI-KLOPS

A mysterious evil warrior with amazing strength. His three optical sensors project Gamma Vision blasts of green fiery energy and freeze rays. Tri-Klops has a talent for building remarkable devices that Skeletor uses in his war against the Masters of the Universe.

WEAPONS: Tri-Klops creates Doomseekers. Small hovering chrome robots that can spy on foes, trap victims in stun beams, project holograms, and cause damage with their small metallic teeth. He also is an adept swordsman.



BEASTMAN

He not only looks nasty, he also has a nasty temper, short attention span and limited intelligence. Evil-Lyn never misses an opportunity to tell him he smells bad (or similarly insult him). He often plays Skeletor's hit man, but usually fails and then becomes the recipient of Skeletor's massive rage. He has one major talent: he has the ability to control the monsters and creatures of Eternia (except dragons). His cruel and selfish nature matches the animals he dominates. Beastman uses his barbarous command over the monsters in battles against He-Man and the Masters of the Universe.

WEAPONS: Beastman wields a vicious stun whip to discipline his monsters. Beastman has no compunction about snapping the whip against humans as well. Deep within the bowels of Snake Mountain Beastman keeps his prize beasts locked away. Among these are Eckto-Eels, Eternian Griffins, Shadowbeasts, Gargoyles, Serpintaurs, and legions of other vile creatures.



TRAP JAW

A thuggish brute, Trap-Jaw was once the human thief Kronis who terrorized and pillaged the good people of Eternia. Kronis joined Keldor helping him build his power base. In an explosive battle he was captured and locked away by Captain Randor and the Defenders of Eternia. When Keldor rampaged through Eternia he freed Kronis, but he mutilated his arm and destroyed his face in the process. Back in his secret lab, Keldor and Tri-Klops re-built Kronis into Trap-Jaw.

WEAPONS: Trap-Jaw can transform his bionic appendage into a hook, claw and laser cannon (among others). He uses it to devastating effect against He-Man and the Masters.



MERMAN

Merman looks as if he crawled out of a fetid swamp because, in fact, he did. He lives in a deep-sea ruin in the primordial Sea of Rakash where he awaits for Skeletor's summons. Underwater monsters obey Mer-Man's commands and create havoc in oceans, lakes and ponds. Basically a coward, Mer-Man heads for the nearest body of water to escape when danger approaches much to Skeletor's displeasure. However, once Mer-Man is underwater in his domain, he is no longer a coward but a force to be reckoned with. While he can control the monsters of the deep, he still yearns for total underwater domination. If Merman had his way all the underwater worlds would be under his rule.

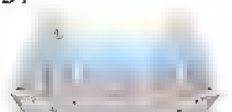
WEAPONS: Mer-Man carries a mean looking trident that he uses to keep his underwater monsters in control. It can fire Eternian Shark's teeth from the tips. He also has a sword made of scales and Eternian sharks teeth capable of ripping through steel.



CLAWFUL

Clawful is a giant crustacean thug from the rocky shores of Blakely. Like a giant crab, Clawful can wedge himself under just about anything and evade capture (or wait for his moment to attack He-Man). Clawful has the intelligence of an Eternian sea slug (which is nil). His cousin and much of his crab race lives on Orkas Island.

WEAPONS: Clawful uses his massive claw to slice and dice anything or *anyone* that gets in his way. From time to time he battles with a mace. If he is scared (or on the defensive) he can retreat into his shell.



WHIPLASH

Whiplash is a large reptilian creature with a massive tail that can destroy nearly anything it whips. Whiplash also has a keen sense of smell. Whiplash often feuds with the other Evil-Warriors. He would rather show Skeletor he can get He-Man on his own than have to be "slowed down" by the other minions. His race, the Caligars, are savage beasts that live deep beneath the surface in Subtermia. He is not welcome at home though. He double-crossed Ceratus, leader of the Caligars many years ago.

WEAPONS: His tail can take down an Eternian tree with one lash. Occasionally he carries a spear.



TWO-BADD (Eps 15)

Originally, the two fearsome bounty hunters, Tovar & Baddhra, now fused together by a vengeful Skeletor into a two-headed creature as punishment by Skeletor for not learning to cooperate with each other.

WEAPONS: One side of this double-headed creature carries a maul claw that pound, cleaves and crushes in one quick move. The other side wields a spiked shield for both defense and offense.



ODIPHUS**SEASON 2, EPISODE 29**

A Peleezean, Odiphus has always been eager to join the forces of evil. Odiphus betrays his people when he reveals his villages only defense to the menacing warlord Prahvus. For his traitorous actions he is banished from the village.

In an attempt to join Skeletor's forces, he sneaks into Snake Mountain where he accidentally blows up one of Tri-Klop's experiments.



The experiment, which was supposed to get rid of Beastman's odor, instead infuses Odiphus with a horrible stench and, at the same time, mutates his body into...



STINKOR (Ep 21)

Stinkor is the result of an accidental explosion. This explosion caused Odiphus, a small Pelezeean to be transformed into Stinkor: a muscular 7ft tall hulk with black fur and a white stripe down his back. He emits a cloud of powerful stink vapors. In fact, he was to wear a mask to protect him from his own stink cloud. He desperately wants to join Skeletor's Evil Warriors.

WEAPONS: Obnoxious clouds of stinky odor powerful enough to destroy all air-breathing life if totally unleashed.



WEBSTOR (Eps 21)

An ancient, giant, humanoid spider from deep within the catacombs beneath Snake Mountain. He gets awakened in "Snake Pit" as Kobra Kahn prepares to awaken his ancestors. He can spin powerful webs and scale any structure in lightning quick speed.

Webstor's most serious attack on the Masters comes when he spawns his own army of Spider Warriors after imbibing massive doses of Ambrosia (Ep 36). The Ambrosia-fueled Webstor almost succeeds in defeating the Masters, but his plan is foiled when his entire army is eaten during a surprise attack from the Snake Men.



COUNT MARZO (Eps 12)

Disguised as Old Man Marzo, he comes across as a feeble, helpless old man. In his true form, he is Count Marzo, an evil magician, who tricks Mekanek into retrieving a powerful amulet from the Sands of Fire, a magical talisman that aids in the transformation of Old Man Marzo back into his true form.

Long ago Count Marzo attacked the Elders in the Hall of Wisdom, but was vanquished by King Randor's father, Captain Miro.



COUNT MARZO'S HOUNDS

These fierce some creatures exhale smoke and fire. Acid drips from their maws, as well as the ability of emitting large vapor clouds that knock people out upon being enveloped.



EVIL SEED (Eps 19)

Enemy of Mossman and to everything that's healthy and balanced in nature.

Among Evilseed's arsenal includes Killer Flowers, Roots and Snapping Hydra Plants Buds, vicious plant creatures (think 'Little Shop of Horrors' on steroids), with razor sharp teeth, the size of T-Rexes, who feed upon humans, including a giant carnivorous flower created to devour Castle Grayskull. Evilseed can move with great speed and power atop a giant root, which moves underneath the earth at great speeds.



PANTHOR

Skeletor's giant purple-furred panther has a mean and nasty temper that equals his master's. His serrated claws can cut through anything. He likes nothing better than to engage Battle Cat in combat. Cunning and vicious, Panthor has only one fear: punishment from Skeletor and his Havoc Staff.



BONE MONSTERS

The Bone Monsters are the creation of Tri-Klops. The first Bone Monster appeared in episode 4 and stood roughly 10-stories tall.

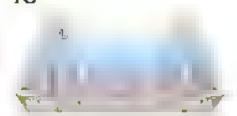
Later in episode 17, Tri-Klops modified his original Bone Monster and made an army of 3-foot tall bone warriors. Although each individual 3-foot monster is relatively weak, they possess the ability to multiply after being struck down.



GOOP-COVERED MINIONS

SEASON 2, EPISODE 29

These 8-foot tall minions are another variant of the Bone Monsters that Tri-Klops creates in episodes 4 and 17. With these new warriors, Skeletor plans to conquer villages to widen his power base (just as Randor is forming his Eternian Council). The minions gain their power from the Minion Maker where they submerge themselves in goop. The goop can be thrown at an enemy or used to absorb attacks.



HORDAK

A mysterious ancient warlord whose teachings were studied by Keldor before becoming Skeletor.





SNAKE MEN (Eps 21)

The story of the Snake Men begins long ago when King Hiss ruled Eternia. Under the awesome power of King Hiss, the Snake men ruled the planet for thousands of years. Alas, Hiss's army finally fell at the hands of the evil wizard Hordak, who sent Hiss and his men into a state of purgatory.

Years later the Snake Men would return only to be trapped once again in the Magic Void deep under Snake Mountain by the Elders.

Now, unbeknownst to Skeletor, they reside right under his nose and are eagerly awaiting the day they shall reclaim Snake Mountain and the rest of Eternia!



KING HISS (Eps 21)

The Legendary leader of the Snake Men. Once ruler of all Eternia, King Hiss seeks to regain his position of power and enslave the entire planet.

His powers are immeasurable and his ability to transform his body into a hideous snakes strikes fear in the heart of his opponents. The three-headed King answers to no one, but will not hesitate to eat anyone!



RATTLOR (Eps 21)

A General who has fought along side King Hiss for thousands of years. Rattlor is every bit as powerful as he looks. And although he is build like a rock, his movements are sharp and fast. His most powerful attack is executed by extending his snake-like neck out and forcefully striking enemies.

General Rattlor is feared by most and even fed Zodak's brother to King Hiss in the ancient war.



TUNG LASHOR

SEASON 2, EPISODE 30

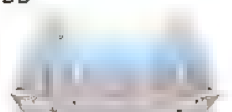
Like Rattlor, Tung Lashor is a General of the Snake Men. He is freed from the Void by General Rattlor and Kobra Khan. Tung Lashor's enormous tongue can grow to almost any length and can be used to pick up opponents and items in addition to being used as a whip.



SSSQUEEZE

SEASON 2, EPISODE 30

SSSqueeze is another Snake Men leader released from the Void by General Rattlor and Kobra Khan. His long, serpentine arms are deadly and can hold a vice grip on just about anything.



SNAKE FACE

SEASON 2, EPISODE 30

Snake Face is one of the Snake Men released from the Void along with Tung Lashor and Sssqueeze. At his command snakes pop out all over his face to produce a sight so horrific that anyone who looks at it turns into stone! His two eyelids become fangs when snakes protrude.

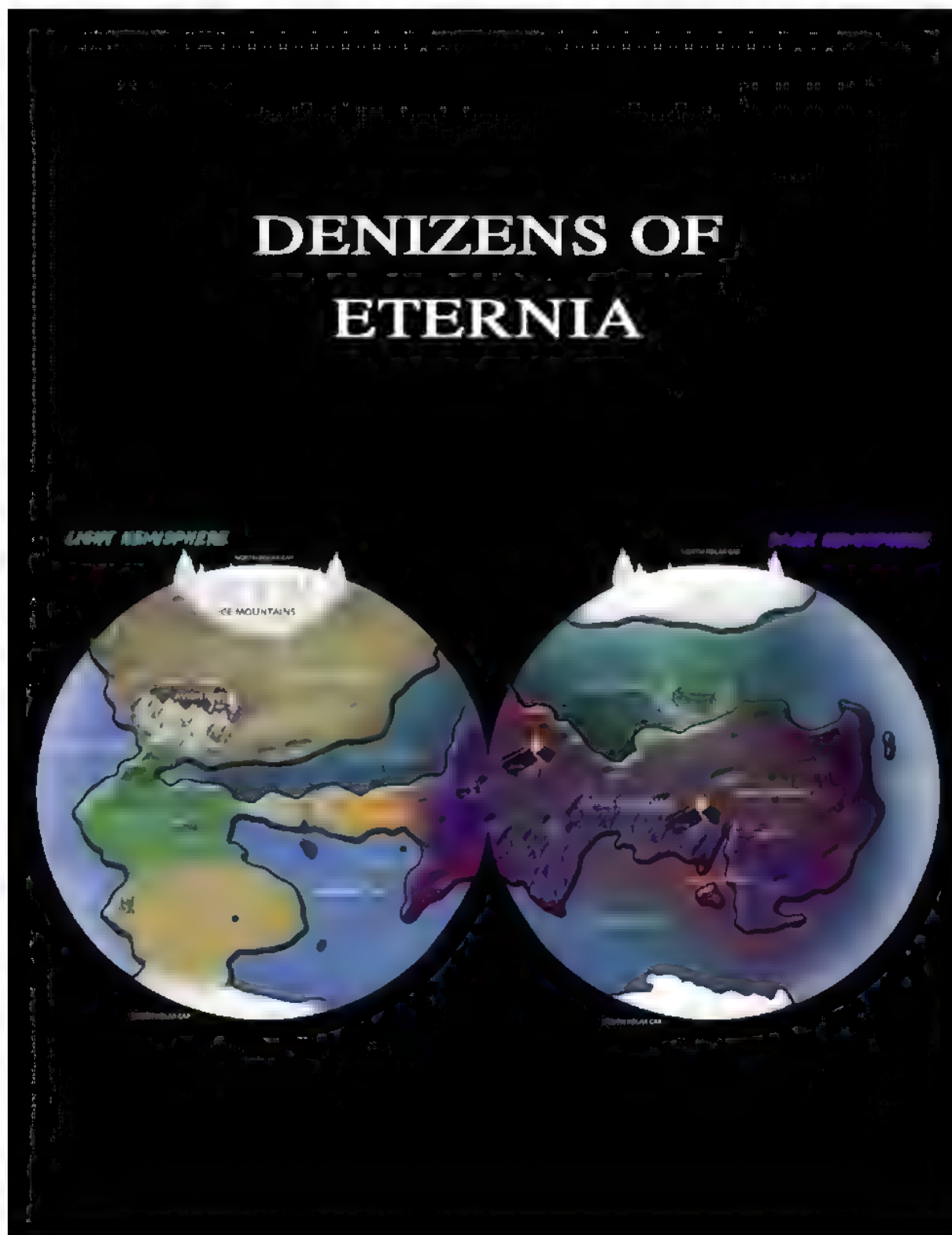


KOBRA KHAN

An ancestor of the Snake Men who escapes from the Eternian Palace prison and attempts to release King Hiss and the Snake Army from beneath Snake Mountain. He has the ability to spit acidic venom out of his a Cobra-like hood, which flares out at his command.

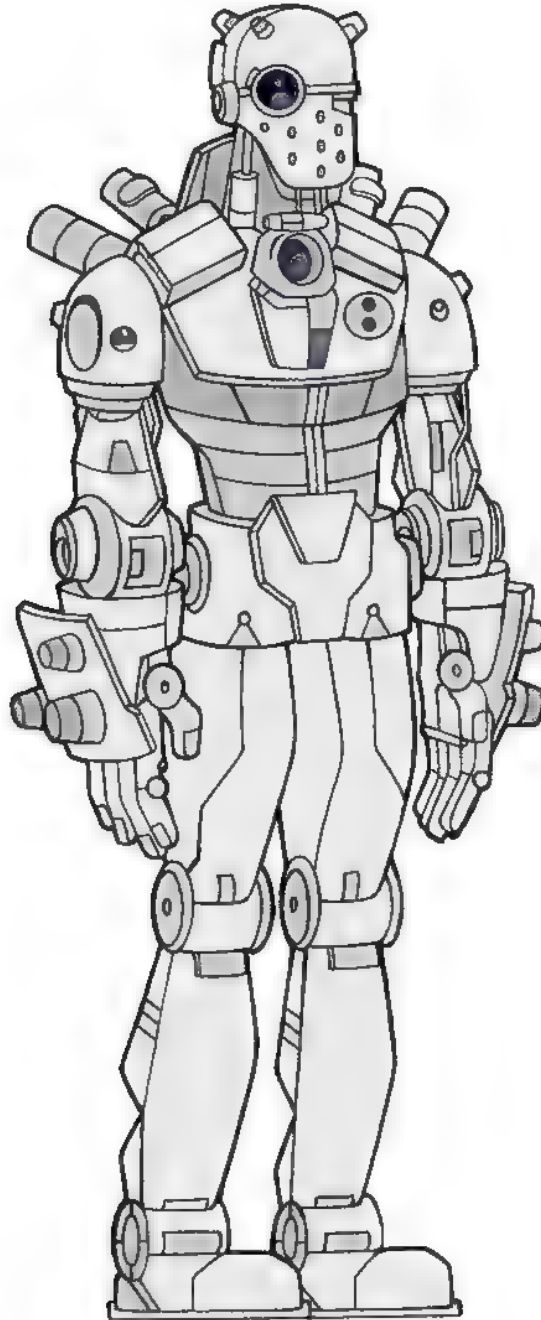
Despite freeing his ancestors, Kobra Khan is not considered a true Snake Man by the other Snake Men who fought in the Ancient Wars. Always the sycophant, Khan never tires with his attempts to please King Hiss and gain recognition.





ROBOTS (Ep 04)

These machines were built by Man-At-Arms to help hone He-Man's fighting skills. They can take on the appearance of any creature or person in Eternia through a holographic interface for training purposes or can be used as decoys to fool Skeletor as seen in "The Courage of Adam".



THE FACELESS ONE (Ep 6)

An ancient Wizard who guards the Ram-Stone in the Ruins of Zalesia. His face is mystical nothingness. His palms glow brightly and can summon a mystic globe to act as a kind of force field.

He is Evil-Lyn's father.



SPELEANS

Bat-like humanoids with large ears, fierce teeth and leathery wings and are 7 feet tall. They are proud and skilled forgers of weapons. Their name is derived from the Latinate word for cavern or "spelunka."

They are bitter enemies of the Caligars (Whiplash's race), but were once allies.



LORD DACTYS (Ep 14)

Bat-like Leader of the Speleans, 7 feet tall.



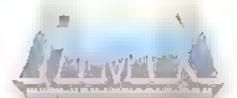
CALIGARS (Ep 14)

A race of Lizard Men, formerly allies with the Speleans, now enemies. Whiplash is from the Caligar species.



CERATUS (Ep 14)

Warrior and leader of the Caligars. He is also the older brother of Whiplash.



QADIANS (Ep 10)

Cat-like humanoid versions of Lions, Leopards, etc., who live in the primitive mountain village of Felis Qadi (pronounced: *Fa-liss Kah-dee*). First appear in Eps 10 "Dragon's Brood."



CHIEF CARNIVUS (Ep 12)

Lion-like Leader of the Felis Qadians.



ANDREENIDS (derived from Latinate word for warrior-honeybee)

Bee-like people. Buzz-Off hails from this species of bee-like people.



QUEEN ANDREENO (Ep 20)

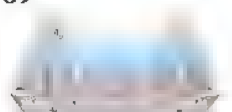
Queen of the Andreenids.



KULATAKS (Ep 18)

Kulataks (pronounced *KUHL*-ah-tahks) are a large wolf-bear species with hairy bodies, claws, tusks covered in white fur. They live in the Ice Mountains located in the Frozen North, in the Kulatak village of Stillia (Latin for ice).

They mine Eternium, the most powerful metal on the planet.



AZDAR, BELZAR & CHADZAR (Ep 20)

Massively built giants who raid a Veridas Village for the magical Crystal of Prasinus. These giants stand approximately 40 feet tall.

Weapons: Hand-Held Maces and clubs.



Adzar



Belzar



Chadzar



CLAW GUYS (Ep 22)

Crab-like species that live on Orkas and Blakely Island. Clawful's species. They communicate by making clicking and clacking sounds with their claws. They can wedge themselves into cracks and crevices in caves and blend in to evade capture or to strike.



PRAHVUS AND HIS HENCHMEN*SEASON 2, EPISODE 29*

An evil warlord from ancient times. Prahvus attacked the Village of Pelleezeea along with his two henchmen. Although the Sorceress was successful in thwarting his attempt of conquering the village, Prahvus ultimately joined forces with other warlords. This newly formed band of evil warlords continued to terrorize other villages throughout the land during what would come to be known as: the Great Unrest.



PELLEEZEANS

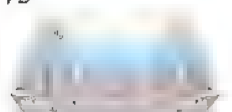
SEASON 2, EPISODE 29

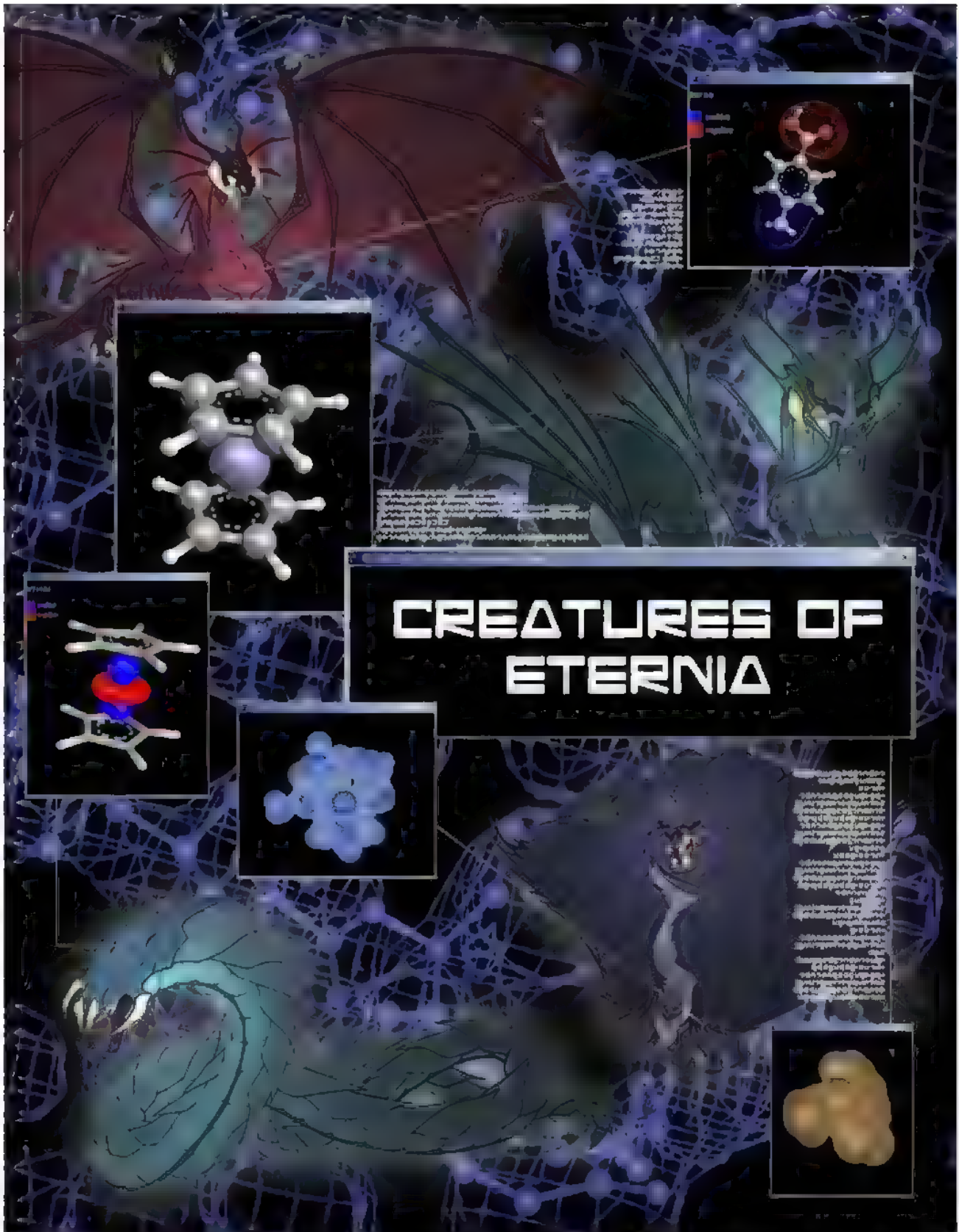
A small and furry race of generous, peaceful villagers who are lead by the Shaman. Seventeen years from ago, the Sorceress, in her human form, spent some time in the Village of Pelleezee. It is in this village where the Sorceress met a wounded Soldier and fell in love; their child would be Teela. When an evil warlord, Pravhus, attacked the village, the Sorceress revealed her awesome powers to help defend their village. To this day, the Peleezeans remain thankful for what the Sorceress did for them, and have been waiting for her return.

**THE SHAMAN**

SEASON 2, EPISODE 29

The leader of the Peleezeans. Convinced that Teela is the Sorceress, he steals a piece of the engine from Teela's sky sled so she can't leave their village.





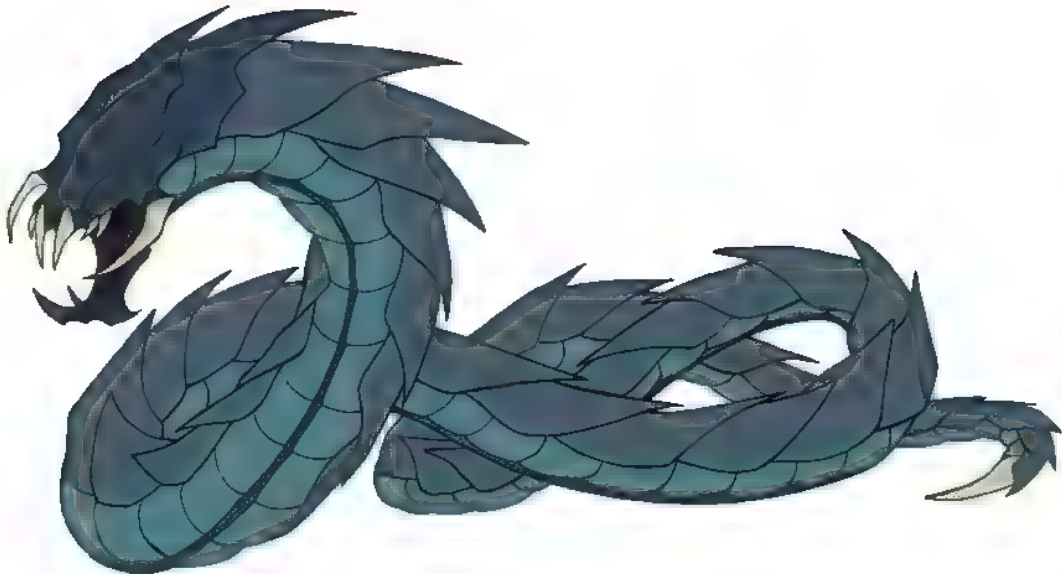
SERPINTAUR

A large serpent-like dinosaur that eats the eggs of the dragons. Beastman keeps them inside his menagerie of beasts deep within Snake Mountain. Skeletor rides this ferocious beast into battle against the masters.



GIANT WORM CREATURES (Eps 14)

Huge creatures with toothy maws, armored head, very nasty. They live in the Sands of Time and Subternia. Beastman can usually summon them from out of the ground most anywhere on Eternia.



SHADOWBEASTS (Eps 13)

Resemble gorillas, but are much larger and more muscular. These animals are fierce creatures that cannot tolerate light of any kind (not even moonlight!).



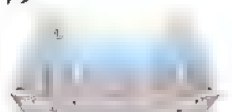
ECKTO-EELS (Eps 01)

Two-headed worm-like creature. Beastman has an affinity for these repelling creatures.



DRAGONS (Eps 10)

Flying, fire-breathing creatures and fierce some when aroused or if their offspring are threatened. They are beyond the control of Beastman. Once they are born, they grow at an alarming rate.

**Mother****Baby**

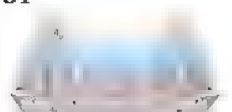
BASILISKS (Eps 11)

Large lizard and dragon-like creatures that used to graze the ancient plains of Perpetua near the Mystical Lake.



PAREK-NARR (Eps 11)

Fierce beast from the Tar Swamp with massive jaws.



BEASTMAN'S GRIFFINS

Large prehistoric griffins. Only Beastman can control these fierce beasts. Other evil minions can ride them when Beastman is nearby keeping them manageable.



ARTHROS (Eps 11)

Crab-like insects that attack in swarms.



SWAMP HOPPERS (Eps 7, 15)

Creatures who reside in the Tar Swamp. Think bullfrogs on steroids with horns, fangs and viscous tongues. They are the size of Hippos.



GIANT STONE SENTRIES (Eps 16)

30 feet tall statues that guard the entrance to the Citadel on the Island of Anwat Gar.





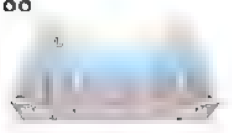
RAM STONE (Eps 7 and Eps 26)

Said to be able to penetrate any barrier, man-made or mystical.
Located inside the Temple of the Ram Stone amongst the Ruins of Zalesia.
Guarded by The Faceless One, an ancient wizard.



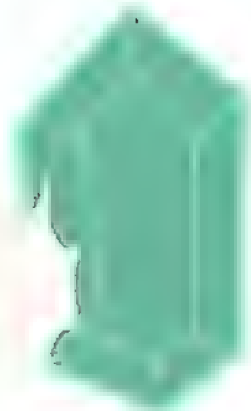
DIAMOND RAY OF DISSAPEARANCE (destroyed in Eps 11)

A diamond possessing the power to instantly eradicate anything in its path.



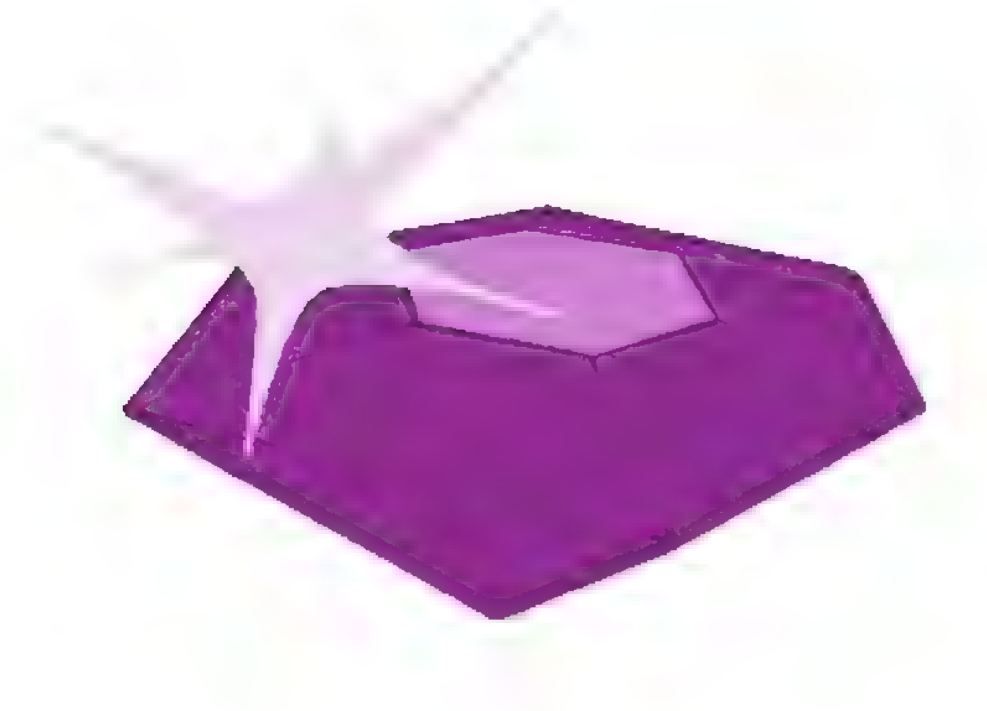
LEGACY STONES (Eps 16)

Glowing egg-shaped stones hidden in a citadel guarded by two giant stone sentry statues on the island of Anwat Gar. He-Man destroys the two stones to keep them



EMERALD OF ORKAS ISLAND (Eps 15)

The object of Skeletor's desire to help him launch an unstoppable assault upon Castle Grayskull. This emerald is dangerous, King Randor orders the Masters to place it back to the Sands of Fire.



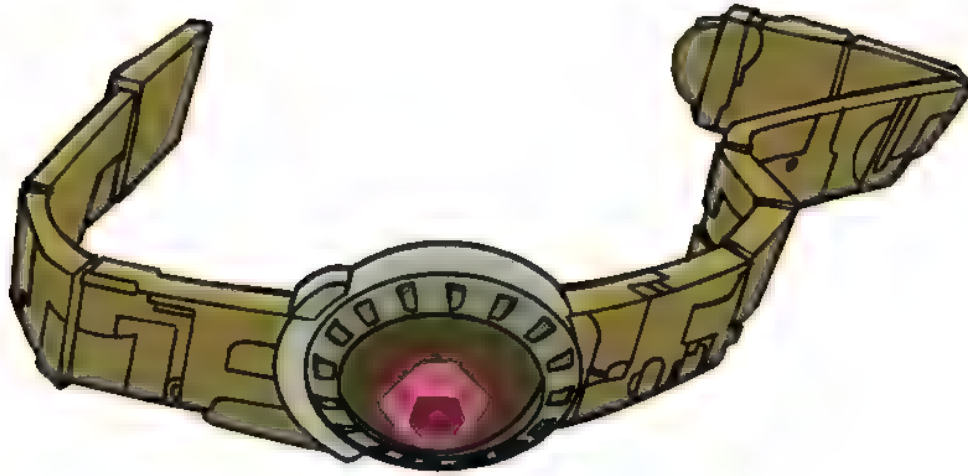
ORB OF THE ELDERS

Artifact that the elders transformed themselves into eons ago – now resides inside Grayskull. It's the existence of the Orb that is the secret of Grayskull. It's also known as the Orb of Power.



CRYSTAL BELT – WATER FROM LAKE VORTEX (destroyed in Eps 11)

A vial at the center of the belt holds the only known existing water remaining from the magical Lake Vortex. It's used as a weapon against Skeletor. The magic water liquid powers the belt and feeds on Skeletor's evil thoughts and deeds and turns them against himself.



THE CRYSTAL OF PRASINUS (Eps 20)

Emits a greenish glow that makes the crops in the village of Veridas grow to enormous size and unsurpassed taste.



COUNT MARZO'S AMULET (Eps 12)

The Amulet is the source of Count Marzo's power. Years ago, using the power of the Amulet, Count Marzo attacked the Hall of Wisdom and almost defeated the Royal Guards. However, after a long and costly struggle, Count Marzo was captured. As punishment, the Elders used their mystic powers to imprison Marzo in an old man's body. Count Marzo's amulet, the only thing can reverse the Elder's spell, was placed far beyond the reach of man: deep within a ridge in the Sands of Fire.



ARMOR AND GADGETS



LEGACY ARMOR (EPS 16)

The Legacy Armor (also called "Samurai Armor") is activated by holding the powerful Legacy Stones of Anwat Gar and chanting the magic words: "Mighty stone, legend old, power unto me unfold!" Once the magic words are chanted, the stone envelops the wearer with armor unique to the individual in possession of the stone. Due to the powerful nature of the Legacy Stones, they are heavily guarded by Sy-Clone.



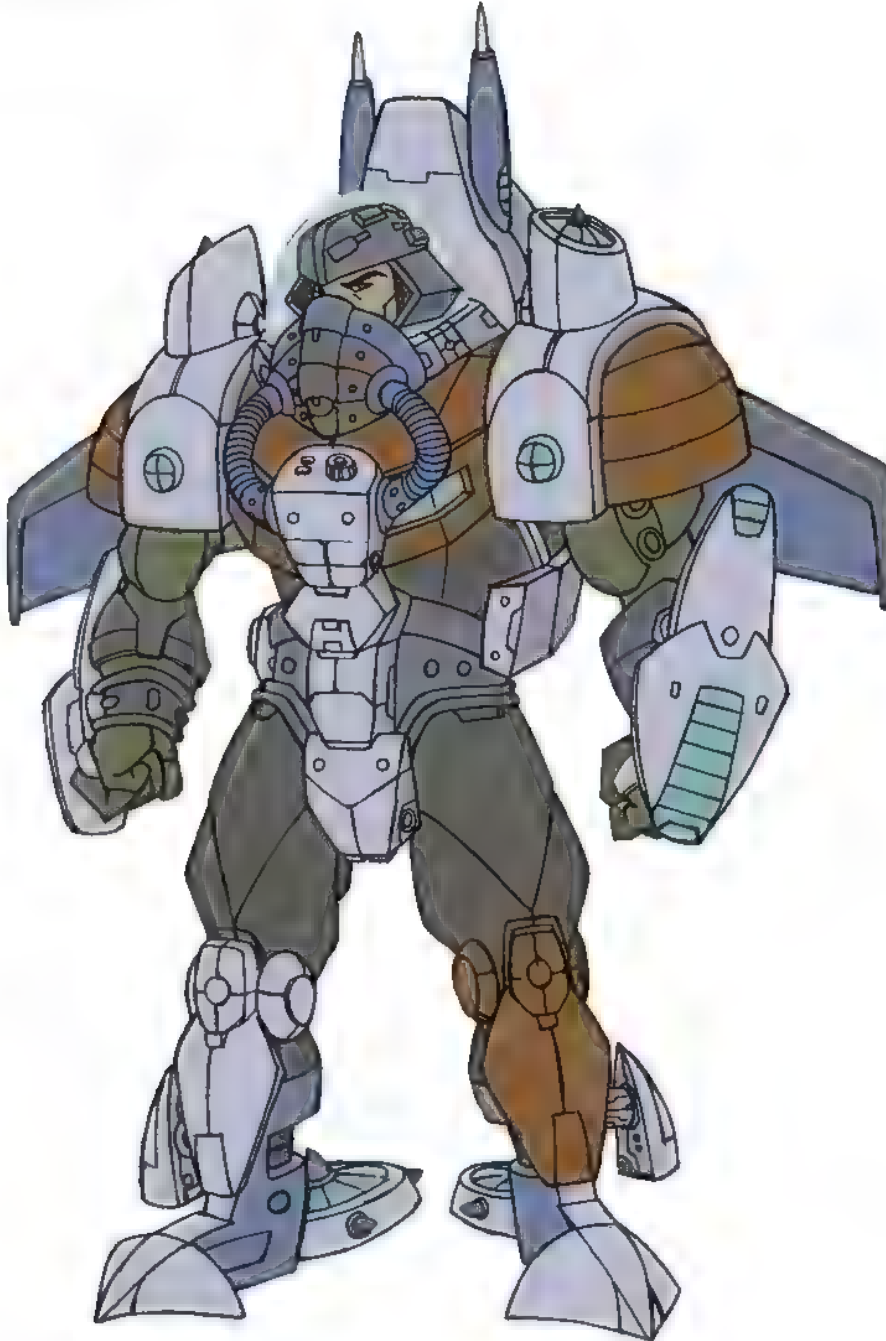
He-Man's Legacy Armor gives him enhanced offense and defensive powers as well as the ability to jump incredibly far distances with the spring loaded feet of the armor.

Skeletor's Legacy Armor is marked with a much darker motif. Like He-Man, both his offense and defense are enhanced. Even Skeletor's havoc blasts are more powerful when he wears the armor.



UNDERWATER ARMOR

Man-At-Arms has special armor that allows him to swim underwater. It has jets and expandible / retractable weapons for dealing with precious elements (like the Coradite crystal).



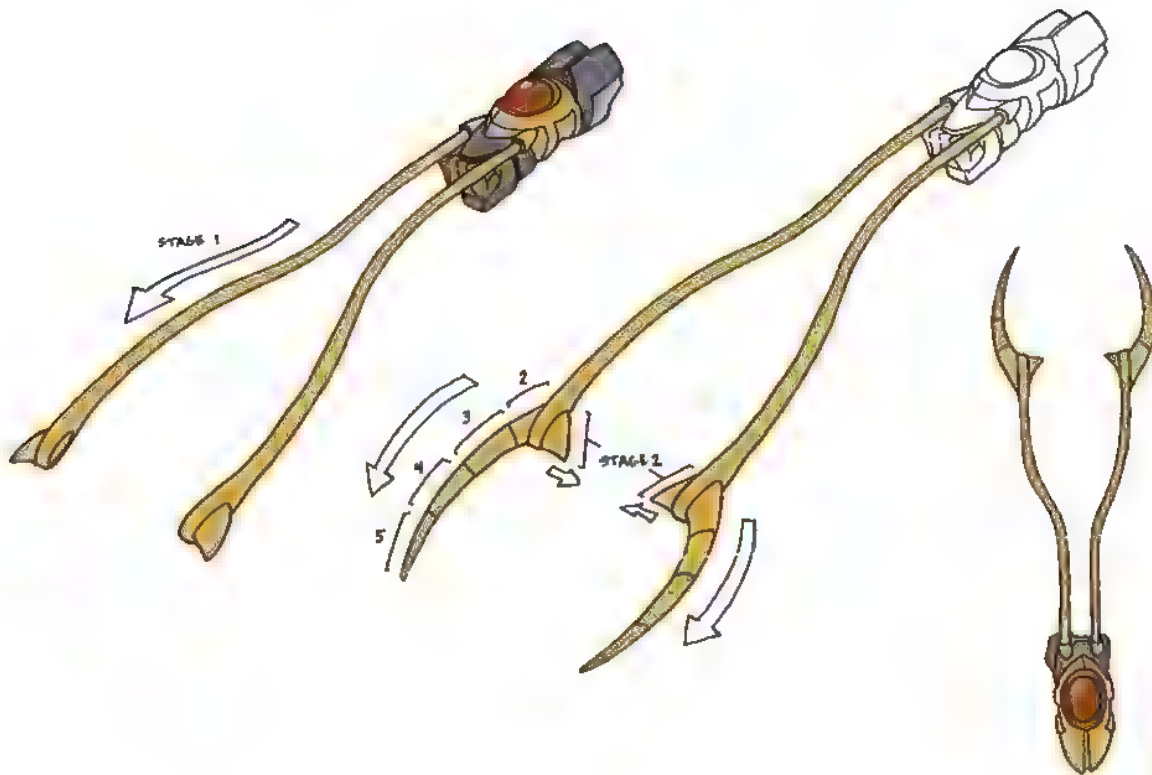
SNAKE ARMOR

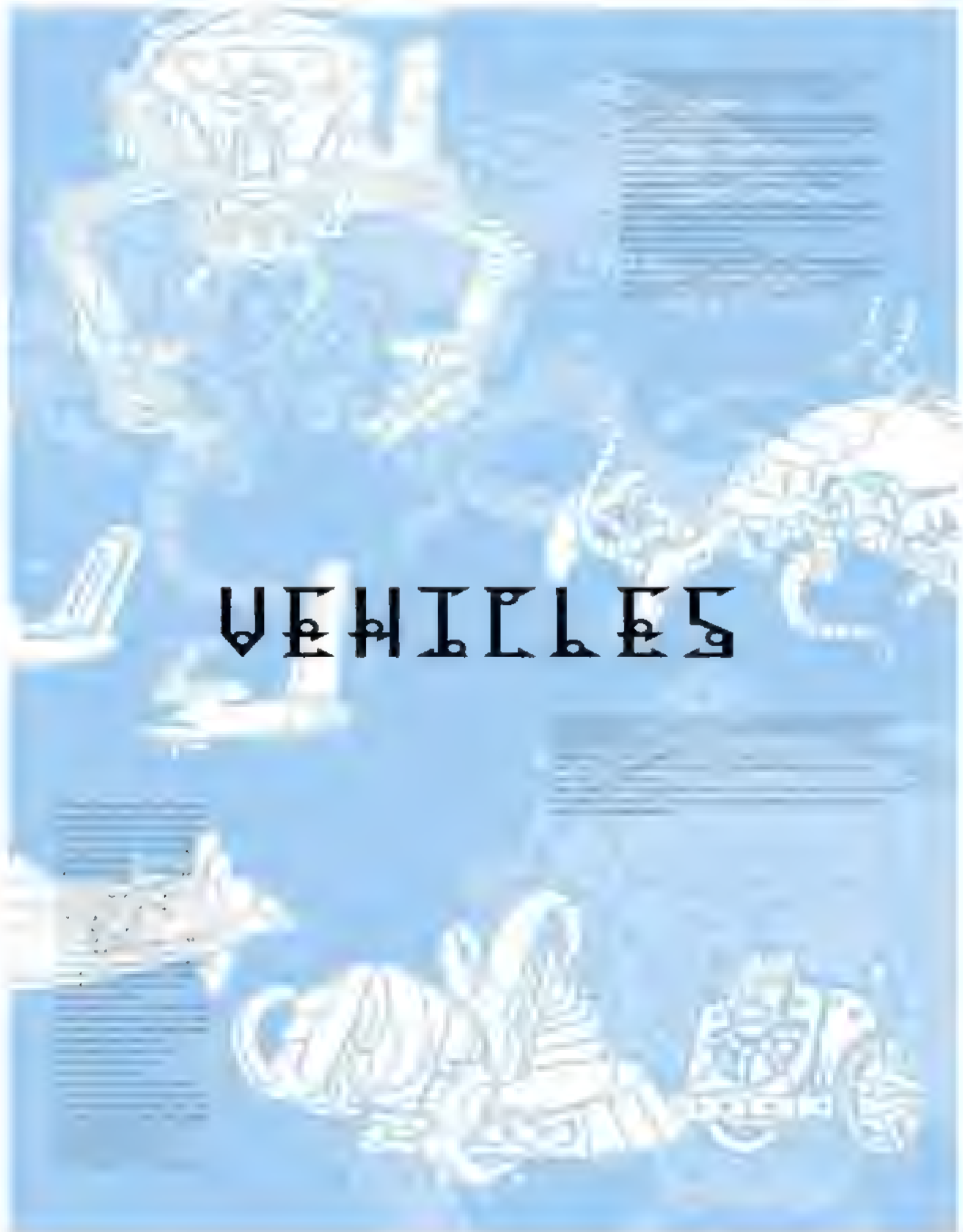
To battle against King Hiss and his snake army, He-Man uses this special armor designed especially to defend himself against the snake men.



TELESCOPING FORK Pincer

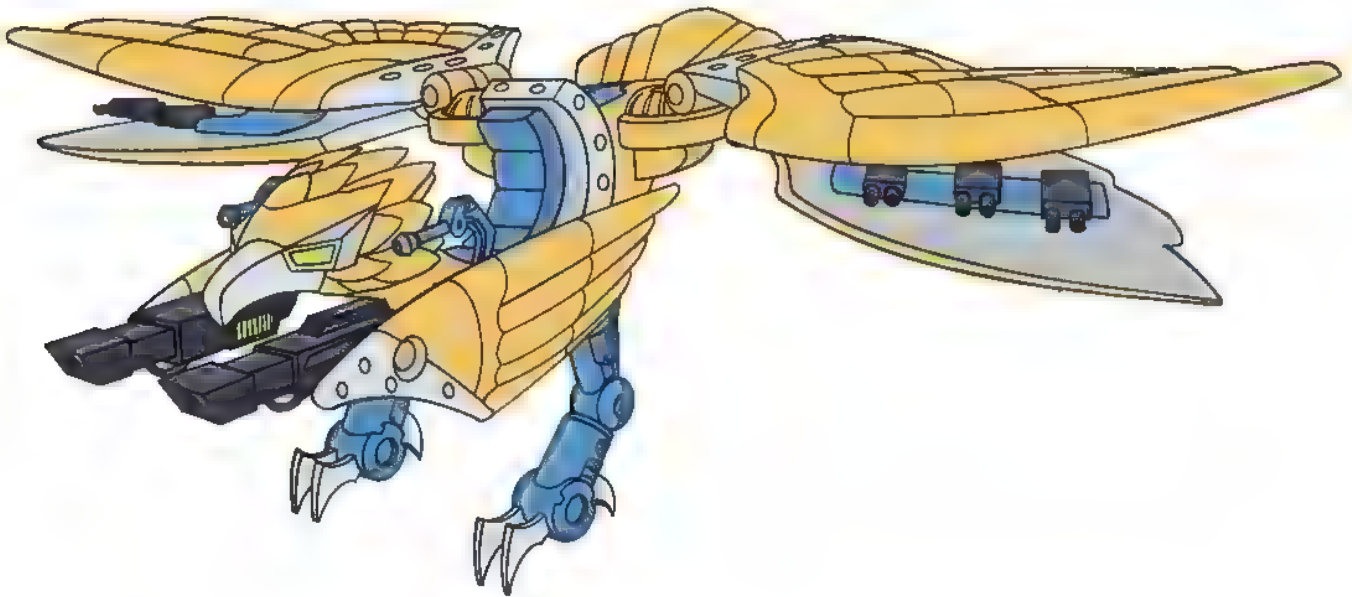
He-Man's Snake Armor comes equipped with these Telescoping Fork Pincers which are used by He-Man to dramatically hold down attacking snake men.





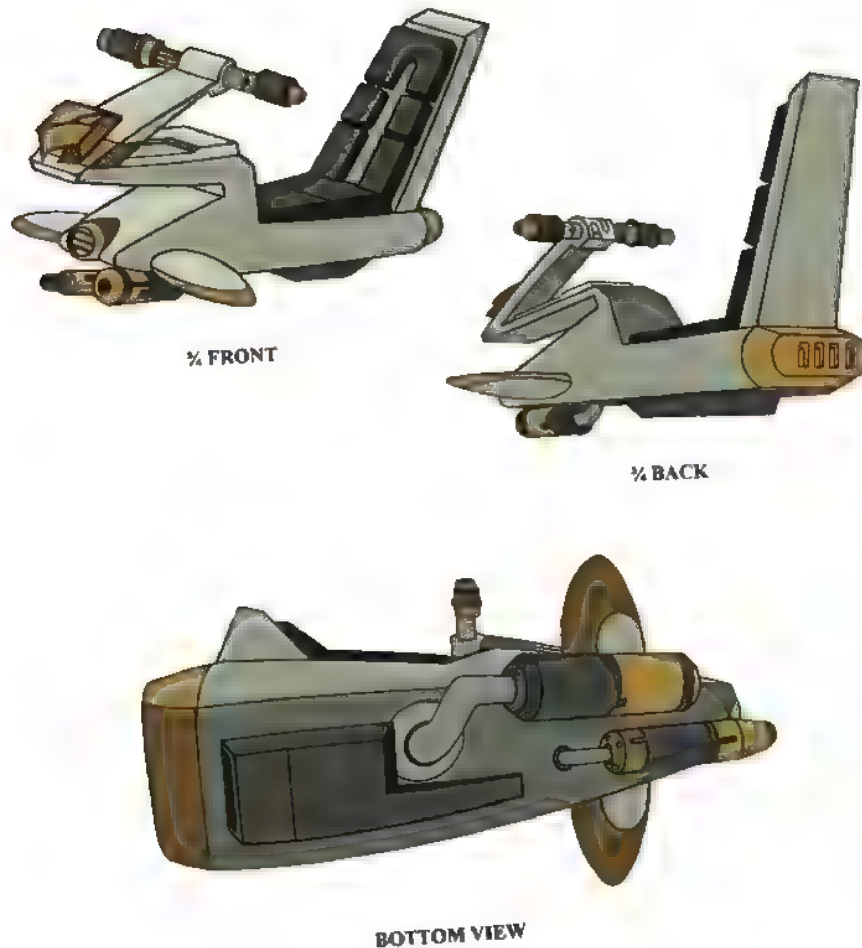
I. AIR**BATTLE HAWK**

A single seater flying vehicle that looks like a mechanical falcon. It can fire missiles from wing-mounted turrets.



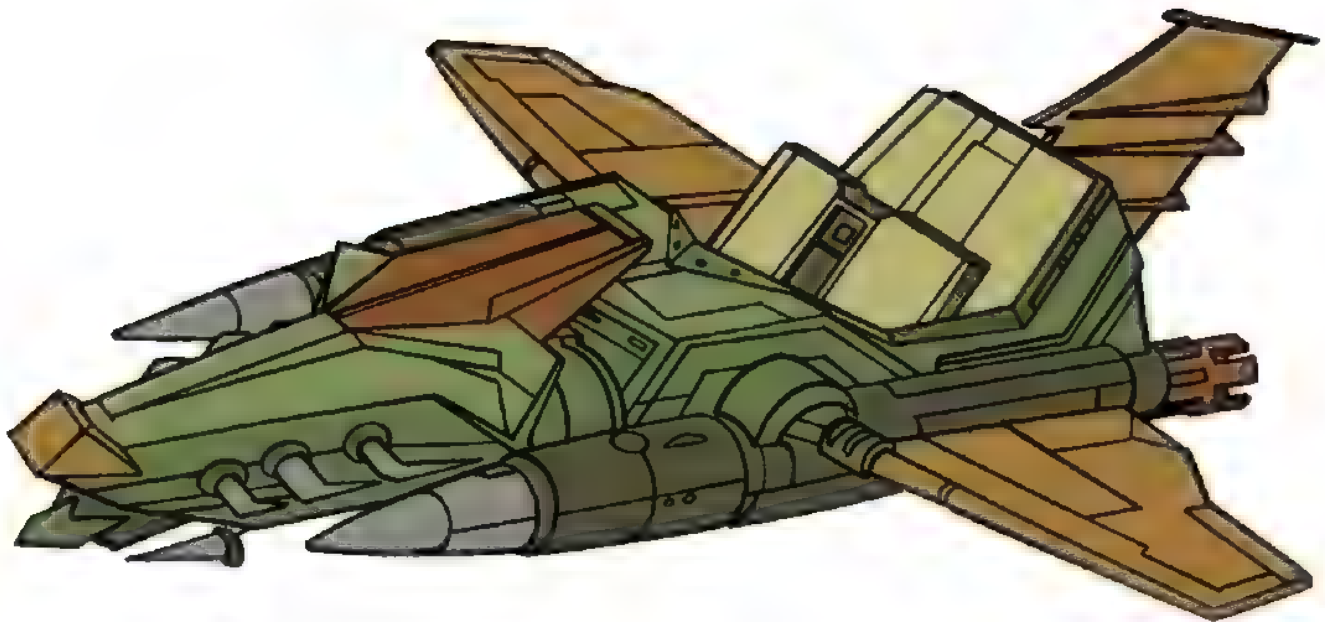
SKY SLEDS

A single-seater that resembles a flying jet ski. Equipped with laser-mounted turrets and a video communication system.



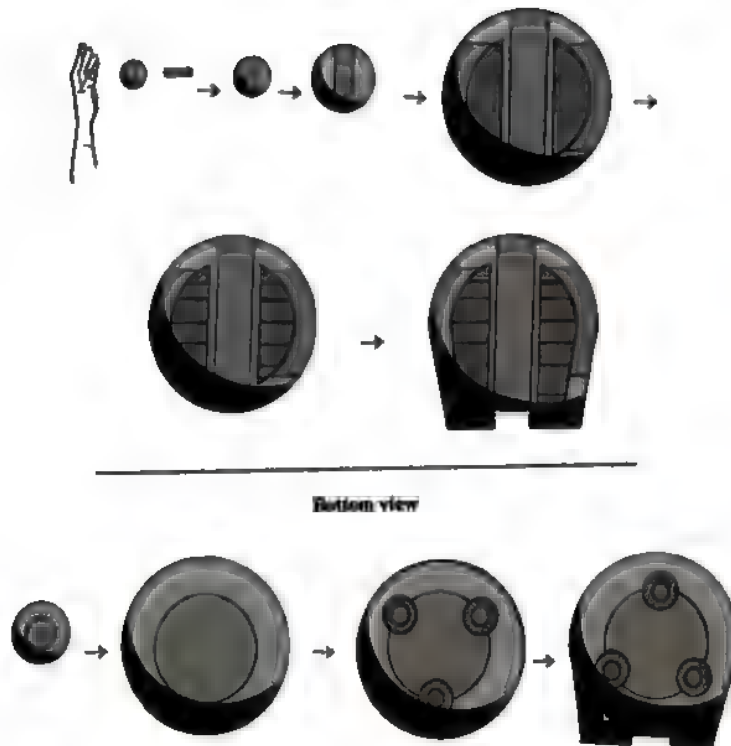
WINDRAIDER

A multi-passenger flying vehicle with laser-mounted turrets.



FLYING DISCS

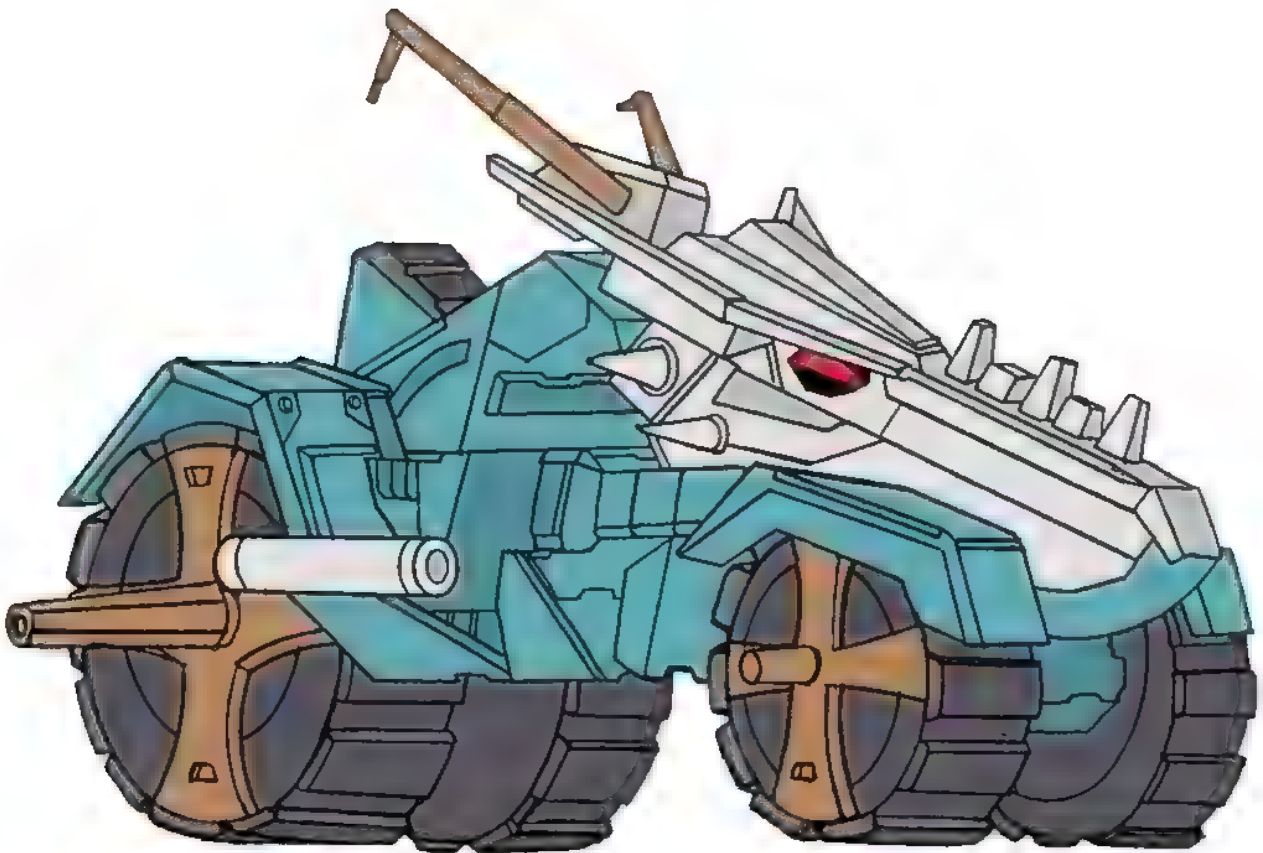
Used primarily in training exercises, flying discs are small circular devices that enlarge to hovering platforms that can be used like "air - surfboards". Some models can expand to hold two people.



II. LAND

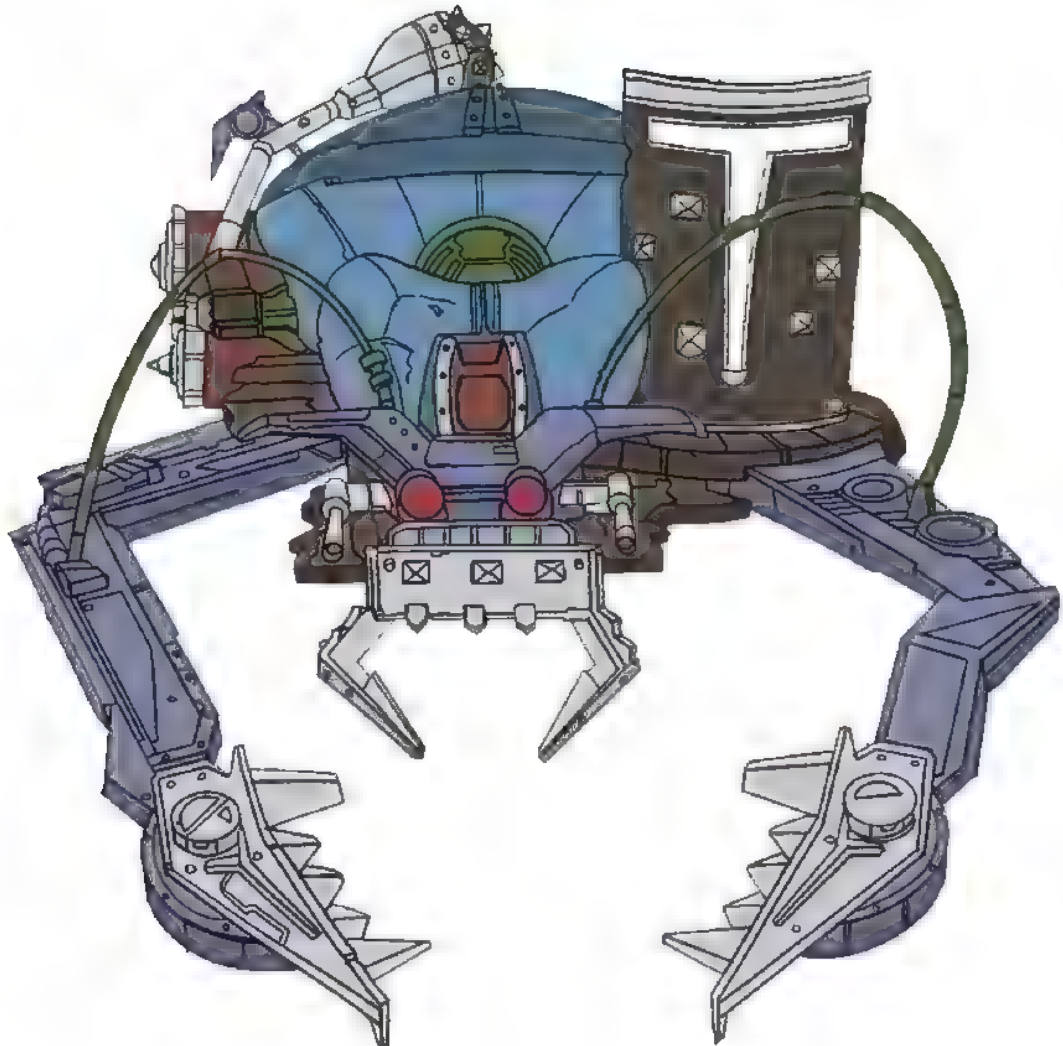
BATTLE TANK

A single-seat land vehicle that can pounce its "head" out toward foes. It is equipped with missiles and lasers.



BASHIN BEETLE

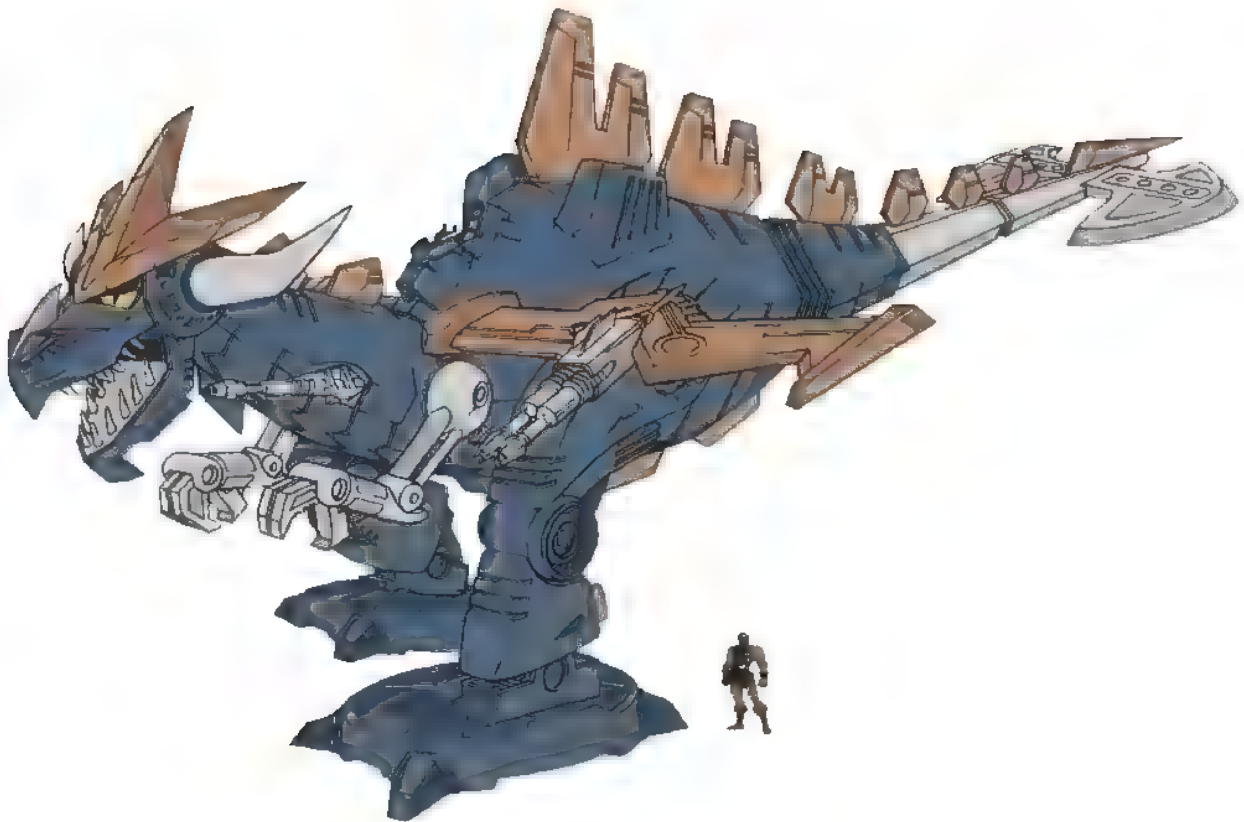
A multi-passenger tank-like vehicle with large beetle-like pincers on the front and a LARGE boulder attached to an arm on the right hand side. The arm comes down and smashes whatever is being held in the pincers.



DRAGON WALKER

SEASON 2, EPISODE 28

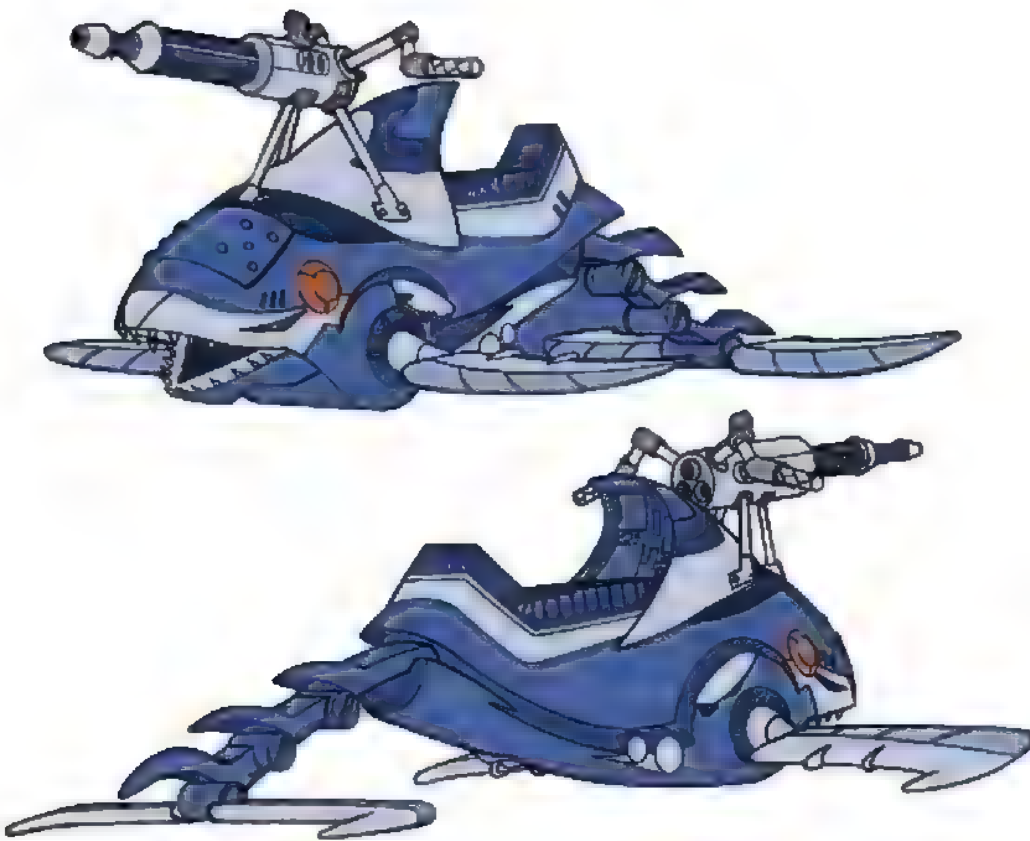
Incredibly massive vehicles created by Man-At-Arms to combat against a legion of Serpinataurs controlled by Skeletor. Man-At-Arms designs these machines to look like Dragons because he knows Serpintaur and Dragons are natural enemies. Dragon Walkers are equipped with turrets on their wings and neck and have the ability to breathe fire.



III. WATER

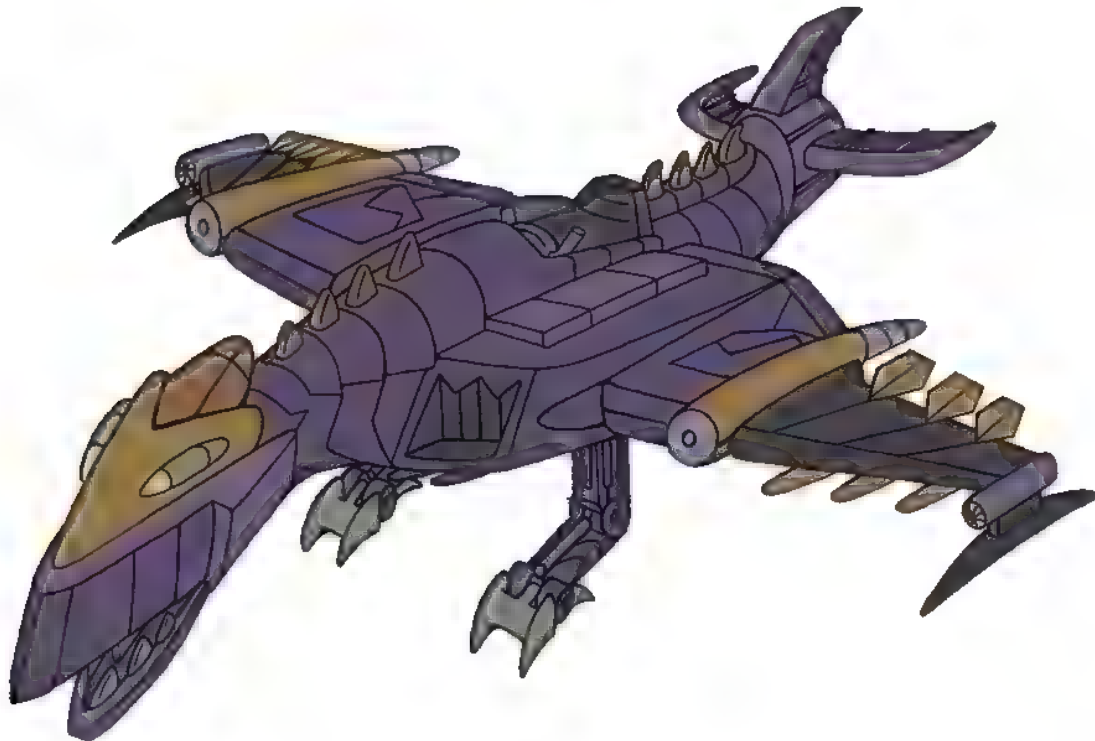
KILLER WHALE

A single-seater Eternian Orca-type vehicle. He-Man and other masters can ride on them when they traverse the Sea of Rakash, the Ocean of Gnarl or any of the other bodies of water on Eternia.



EVIL VEHICLES**LAIR****TERRORDACTYLS**

A single-seat flying vehicle that looks like a mechanical pterodactyl. It can fire missiles from wing-mounted turrets and a neck gun. It has characteristics of being alive even though it is mechanical. It has a sharp beak that can tear through all types of Eternian metal.



FLYING BAT

A large evil bat that swoops in out of the sky to grab Skeletor (or other evil warriors) before capture.



II. LAND**BATTLERAM CHARIOT**

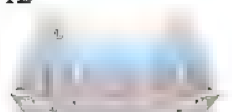
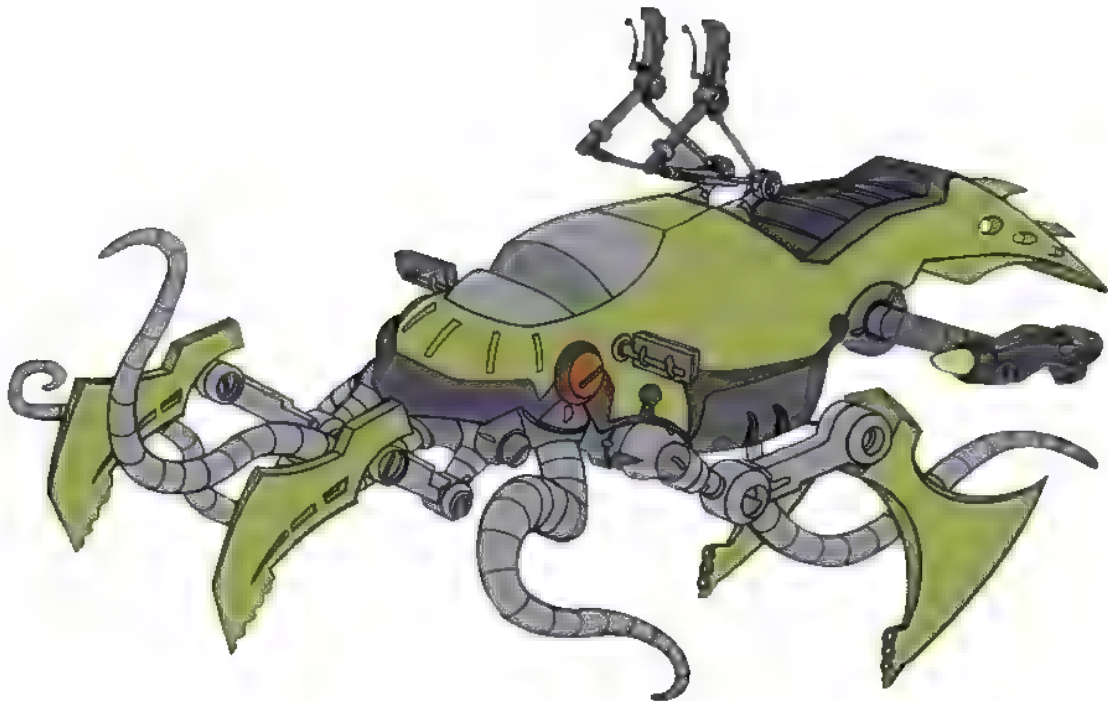
Drawn by two Skeletal Rams, this chariot carries Skeletor, Panthor and 1 or 2 other evil warriors across the evil terrain of the dark hemisphere and occasionally onto the light hemisphere.



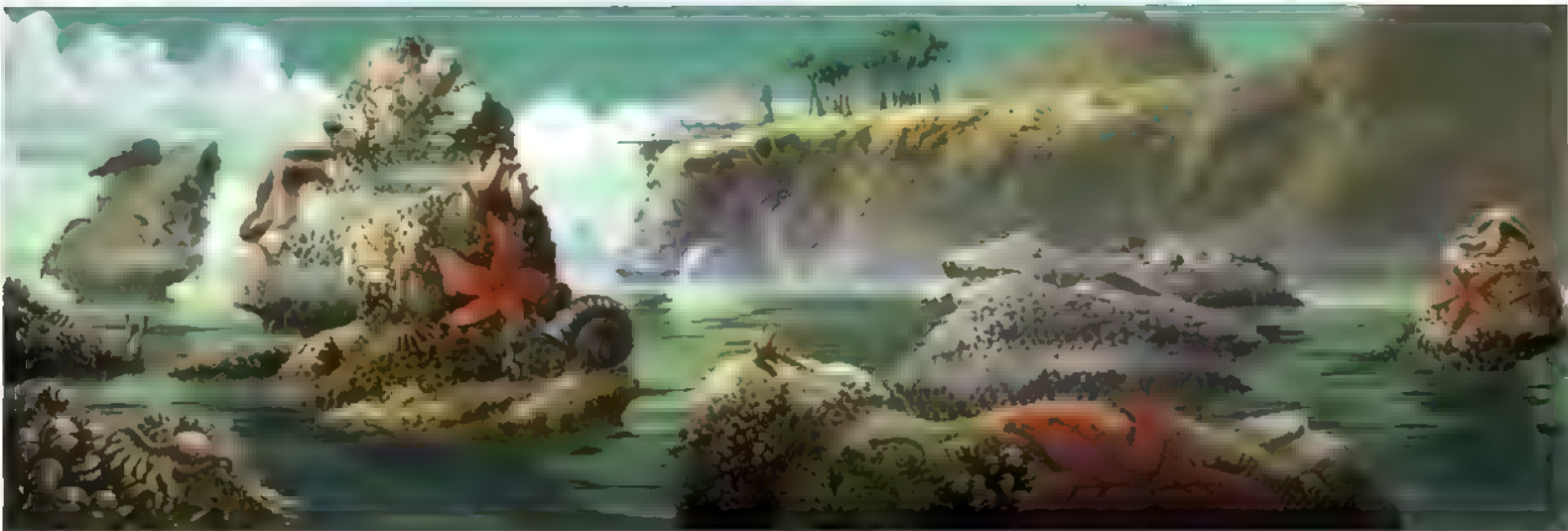
III. WATER

KILLER SQUID

A single-seat Squid creature controlled by Clawful and Merman that the evil warriors ride on when going underwater.





LIGHT HEMISPHERE**ORKAS ISLAND**

An island in the Ocean of Gnarl. The only dangerous spot in the Ocean of Gnarl's Golden Isles. Featured in (Eps 22) "The Island".

**ANWAT GAR**

Island where the Legacy Stones are hidden in a citadel, amongst its half-buried temples. It was renowned throughout Eternia for its legendary weapons. In eons past, soldiers ventured from the far corners of Eternia to study their swords and shields. First appears in Eps 16 "The Mystery of Anwat Gar".



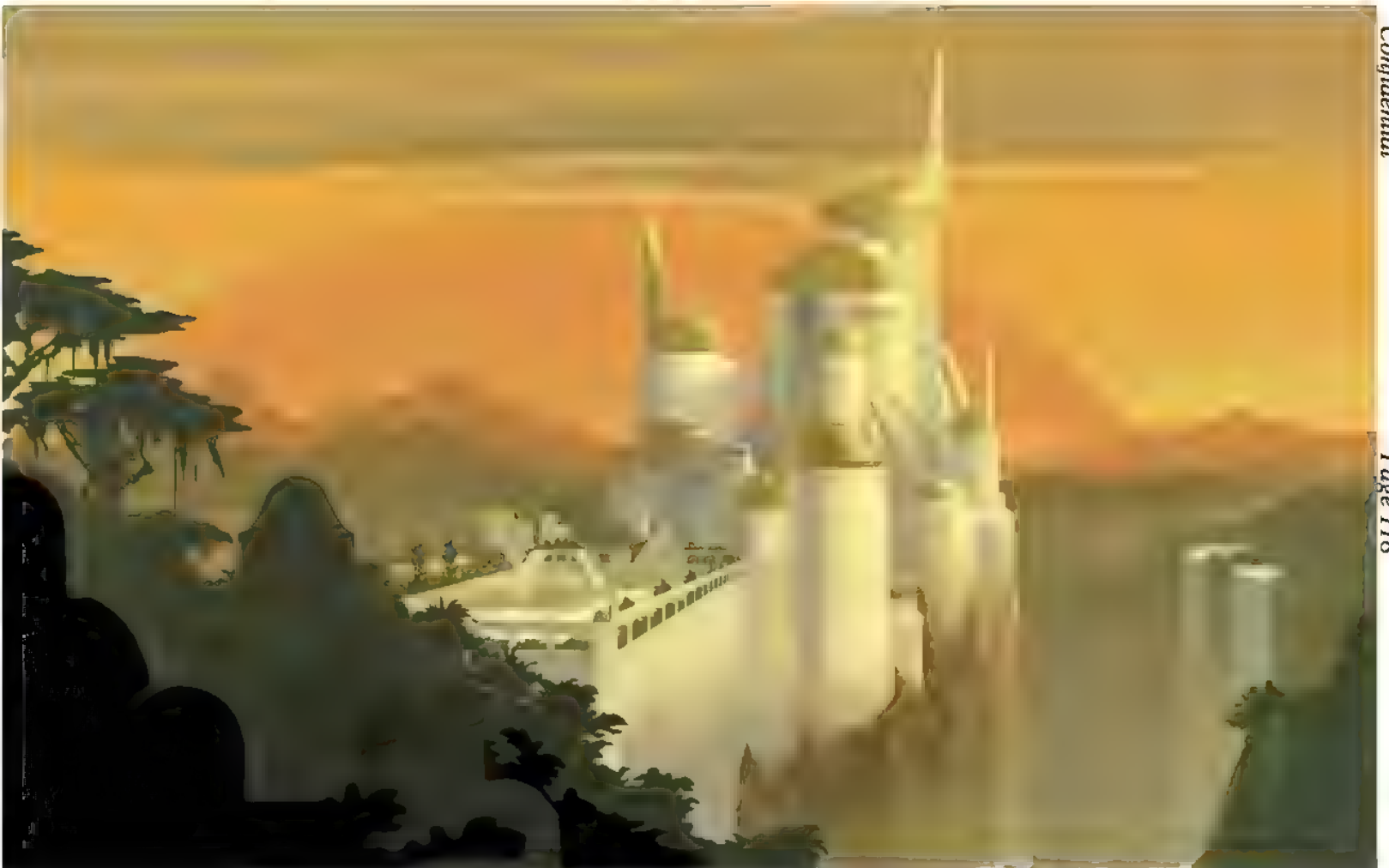
CASTLE GRAYSKULL

Located atop a cliff in rocky, inhospitable terrain. A massive and ancient fortress that houses the Sorceress guarding over the secrets of Eternia. Long ago was King Grayskull's gleaming edifice.





CONTINUED...



THE ROYAL PALACE

Magnificent home to Prince Adam, King Randor and Queen Marlena.



EVERGREEN FOREST

A vast forest near Castle Grayskull.



VILLAGE OF VERIDAS (Eps 20 - from the Latin word for green).

A quaint little village of stone and timber spread across a small dome-like hill, surrounded by fields. Tall stone walls surround the village – like a medieval town. The town is also home to the Crystal of Prasinus, which emits a greenish glow that makes the crops in Viridas grow to enormous size and unsurpassed taste.





THE HALL OF WISDOM

Magnificent home of the Council of Elders. The vast, gleaming marble hall is cathedral-sized with buttresses on either side and huge marble staircases.





TAR SWAMP

Creepy swamp of boiling tar where Swamp Hoppers reside. Orko lost his wand here when he rescued a young Prince Adam and Cringer.



ICE MOUNTAINS

Frozen northern most reaches of Eternia. Prone to hail storms and blizzards, where blinding snow sweeps across the inhospitable terrain. Eternium metal deposits – highly prized for its strength is found amidst ice formations of the Frozen North.





STILIA (Eps 18) (Latin for ice)

Home of the Kulataks. Stilia is a pristine ICE VILLAGE burrowed deep inside the Ice Mountains. Many of the buildings are made with Eternium, the highly sought-after metal. At the center of the village is located a silo-like tower filled with sparkling green Eternium Nuggets.



MYSTIC MOUNTAINS



ANDREENOS

Buzz Off's hive-like home kingdom.

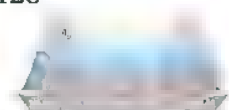


AVION

Stratos's home kingdom.

ZODAK'S MOUNTAIN

A tall, Olympian-type mountain where Zodak resides.



VILLAGE OF PELLEEZEEA**SEASON 2, EPISODE 29**

This simple village is home to many Pelleezean farmers and shepherds. At the center of the village is where the Shaman's hut can be found.



DARK HEMISPHERE



MT. BARATHRUM

A huge volcanic mountain located near Snake Mountain.



SNAKE MOUNTAIN

Gothic and ominous, an ancient fortress comprised of rock and molten lava. Where Skeletor and his Evil Warriors dwell and scheme. Was once a monument and fortress to King Hiss and his snake men.



MINION MAKER

SEASON 2, EPISODE 29

A gigantic pit located in a vast chamber of Snake Mountain never seen before. It rises out of the ground at the pull of a lever by Skeletor. Its purpose is to hold a steamy tub of green goop which the Goop-Covered Minions submerge themselves in to gain their strength.





DUNES OF DOOM

A deadly area littered with deadly volcanoes and broken lava tubes. The air is polluted and toxic.



SNAKE PIT

A crater in a secret basement covered by a mystical shield that traps the Snake Army in a timeless void.



SANDS OF FIRE

Lie within the Dunes of Doom and are the passageway to the dark side of Eternia.

THE RUINS OF ZALESIA

Temple of the Ram Stone – the Ram Stone, said to be able to penetrate any barrier, man-made or mystical and is guarded by The Faceless One – An ancient wizard who happens to be Evil-Lyn's father. First appears in Eps 6 "Lessons".



SEA OF RAKASH (Eps 6 "The Deep End")

● **MERMAN'S LAIR**



ETERNIA

Beyond the farthest galaxies viewed by the greatest telescopes on earth – beyond the limits of our universe lies another place – a place of magic, myth, sorcery and science. Through the cosmic clouds spins a solar system with a Type Three star twinkling in the ether of space. Around the star rotate worlds populated by demons and demigods, sorcerers and sybils, men and women imbued with powers of good and evil.

One of the planets orbiting the star stands unique in all the universes of the cosmos. Half of the world called **Eternia** shines blue-green with a mantle of clear air and fleecy clouds surrounding it.

A great land mass roughly approximating an hourglass makes up most of the western hemisphere. The southern part of the continent blooms year round supplying all **Eternia's** citizens with food.

The great palace of **Eternia** rises from the fertile southern plain framed by glistening waterfalls. From there the House of Randor governs the land with decency.

East of the fertile southern plain rolls the **Harmony Sea** which lives up to it's name as a peaceful expanse where gentle trade winds blow. As the **Beserk Islands** poke their fiery mountaintops through the waters of the **Harmony Sea**. These last remnants of the volcanic land bridge still belch fire and smoke.

The **Ocean of Gnarl** runs rough and white-capped throughout the year bringing storms and chill to the land. For all its ferocity, **Gnarl** provides life. The rain and snow it generated keep the soil fertile and the crops growing.

The **Golden Isle** rest like a peaceful, permanent eye of the storm within the ocean. They're a favorite vacation spot of **Eternia's** royal family.

The **Evergreen Forest** slopes northward – a vast, mostly unexplored country of towering trees, giant ferns and lush undergrowth teeming with game animals as well as some unwholesome creatures.

Wyverns perch among the trees fluttering their leathery wings, peering into the dark recesses of the wilderness while **Serpintaurs**, fierce dragon-like beasts slither through the underbrush waiting to catch unwary travelers (or perhaps steal a dragon egg or two).

Through the **Evergreen Forest** to the west lies the most mysterious secret on all **Eternia**. The secret of the planet's survival: **Castle Grayskull**.



Through the **EVERGREEN FOREST** to the north the **VINE JUNGLE** rises steamily on the equatorial belt. Within its green and humid interior swamps of tar and muck bubble and strange, malformed animals and plants live – some of which are one and the same.

ETERNIANS rarely step foot in the **VINE JUNGLE**. When they do there's always the possibility they'll never be seen again. The jungle slowly gives way to a stark low veldt as it moves toward temperate and colder climates.

The **MYSTIC MOUNTAINS** rise from the veldt. To reach them, however, one needs to pass through the **EYE OF ZAHR-KAIN** at the southernmost edge of the **MYSTIC MOUNTAINS**. Three impossibly large Mountains intertwine leaving an "eye" of space through which to pass. **OGRES, WRAITHS** and **MANTICORES** hide beneath the granite peaks. The Valleys of the **MYSTIC MOUNTAINS** with their deep, slippery side hold great reptiles prisoner. It's fortunate, for they'd rampage the planet if not held within that stone fortress.

AVION sits high atop the peaks of the **MYSTIC MOUNTAINS**. There the winged **AVIONIANS** live: a bird-like civilization whose most famous member, Stratos, is a member of the Masters of the Universe. With the natural wings that grow from their forearms, the people of Avion glide throughout the unique architectural structures like hang-gliders.

Beneath **AVION** lies the golden hive-like **ANDREENOS**, home to the insular, warrior-like bee-race of the **ANDREENIDS**.

The **PLAINS OF PERPETUA** make up almost fifty percent of the northern half of the continent. This trackless, grassy lowland hides a bewildering maze of caverns beneath its seemingly undisturbed surface. Within these rocky, encrusted and stalactited caves walk races of monsters sealed beneath the earth thousands of years before by great volcanic eruptions.

The **ICE MOUNTAINS** tower over the northern part of the continent, immense and forbidding peaks shrouded throughout most of the year by snow-laden clouds. The massive elephant/dinosaur-like **ICE RACKER** roams the icy wilds always looking for his next meal...

Farther east is an austere land of volcanoes and quakes leading to the "dark" side of **ETERNIA**.

The **SANDS OF FIRE** spread their desert tentacles for hundreds of miles to the east of the **SANDS OF TIME**. Once, in the dim history of **ETERNIA**, the desert bloomed like a vast garden. A civilization of craftsmen built monuments to themselves in what was once **ZALESIA**. Only ruins remain for the occasional explorer. However, anyone who traverses the waterless expanse does so at his or her own peril. Fire geysers explode unannounced from the black sand dunes,



and windstorms of sand and fire whip up from time to time among the monuments. The **SANDS OF FIRE** are the passageway to the "dark" side of **ETERNIA**.

East of the **SANDS OF FIRE** lie the **DUNES OF DOOM**. They are littered with deadly volcanoes and broken lava tubes. The air is polluted and toxic. Within the darkest reaches of these volcanic masses live **SHADOW BEASTS** – fierce gorilla-like creatures that cannot tolerate light of any kind (not even moonlight).

The **SEA OF RAKASH** crashes on the northeast shores sometimes bringing with its giant waves creatures from the depths stirred by some primordial memory of the time when they trodded the planet.





ADORA
REBEL LEADER



SHE-RA
PRINCESS OF POWER



